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## FORCE

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# a New Kind of Magazine...



**W**elcome one and all to a new kind of Amiga Force. You won't find any 'free' disks on our cover and no high cover price either — instead just a 100% solid Amiga gaming magazine. If you've had a quick flick through this issue you'll have noticed some major changes. We've redesigned the mag from scratch and put together a brand new editorial team.

One of the main differences is the way we'll be reviewing games. There are umpteen magazines out there all rushing to bring you the latest full price reviews, usually making a botch job of it in the process. Most of them don't even glance at the latest budget releases.

There's none of that in this magazine. Instead we're dedicated to bringing you informative, in-depth reviews on the games everyone can afford. Whether they be original budget titles, re-releases, compilations or CD32 and A1200 upgrades they'll all be covered properly under these pages.

Of course we can't ignore the full price games — they still make up the majority of the sales in the Amiga software world. What we'll be doing is sorting out the wheat from the chaff and reviewing the best full price releases every month — and even then they won't get the standard review treatment. We'll be covering the games from another angle, offering budget and re-release alternatives to the full price game or creating a feature on the game's background and influences, incorporating a review.

Sounds complicated? Well it's not. We just couldn't see the point in bringing you a magazine covering the same games in the same way to all the others. We hope you like what we've done, if you do drop us a line and say so! If you don't then flip over to the survey on page 53 and tell us why.

Well that's enough chat from me. Enjoy the magazine.

*Nick Roberts*

Nick Roberts  
Editor



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# CO

## It Was MaRio!

Yes, the little fat Italian plumber from the Super Nintendo is coming to the Amiga with Mindscape, Mario is Missing isn't in the usual platform game mould but it's great fun to play. Find out more on page 12.

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## Codemasters

One of the leading software houses of the past few years open up their back catalogue of budget and full price releases for inspection. We ask the top dogs about their personal favourites and take a look at their greatest games of all time.

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In the all-new AMIGA FORCE Tips Month ever on page 68 we've got boards of tips for all kinds of games. There's a detailed players' guide to the excellent graphic adventure *The Secret of Monkey Island*, tips on *Prosthetic: Life II*, *The Lotus Trilogy*, the compilation *Excellent Games* and the instant hit *Jurassic Park: Phenol*.



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**February already and a big kick in the teeth for all these console champs bearing black flags for the future of the Amiga. As it stands market share for Commodore's evergreen 16-bit buddy here in the UK is approximately 40% — almost that of Sega and Nintendo put together.**

Of that, the SAMr occupies a mere 12% of the home entertainment system user base. So, what with the CD32 render-machine far superior to the Japanese cart-based systems and streets ahead of the Mega CD, Commodore are set to stay firmly at the forefront of home gaming — as long as their financial problems don't get in the way.

Of course the CD Amiga is far more than just a games machine. Its high quality Full Motion Video capabilities make it a superb platform for other media applications, just beginning to be realised. After a nine month reinforcement project, the London transport museum re-opened on 18 December with interactive videos at the heart of the new look. Touch screens and simulations are available to visitors allowing one to experience the joys of public transport 17% over the last

century. Hardware for these systems is made up of 100 CD32s as well as miscellaneous Amiga A4800s. This doesn't mean two hoped for influx of train and bus line onto the market but it does illustrate the power of the machine and gives an idea of what might be achieved should programmers fully explore the possibilities of this new power base.



### Film '94

Another feather in the CD32's cap is the recent launch of its new FMV cart. This special attachment enables Commodore's flagship machine to play videos stored on CD using the MPEG1 standard. The unit is roughly five by six inches wide and half an inch thick, comprising of a substantial circuit board encased in a robust metal box. After insertion, it appears

to take longer for the CD32 longer to display its title screen — if, say, you've seen the difference between A400 and A1200 start-up speed, you'll know what we mean. Other than that, there's no noticeable difference, other than the fact the machine's now capable of playing FMV games, videos...

There aren't a great deal of these available at the moment — at the time of writing, we've just received invites to a ceremony for the launch of the first commercial music video on CD — but there soon will be, simply because it's laid to be easier (and certainly cheaper, with cloning costs around the 57 pence mark per unit) to store feature films (or pop videos) on CD. Recent research indicates that traditional VHS cassettes are practically unusable after between 25-50 years — those who frequently hire videos from high street libraries will know just how bad the videotape quality becomes after a few years' worth of use.

Commodore have yet to announce news of a potential CD bundle with the unit — we should imagine they'll opt for a music video compilation, if anything — but by the time you read this, the unit will be in the shops. We've also heard rumours of Philips video CD's working on CD32 machines, but there's no hard evidence to substantiate this as yet — more information on that when we get it... and an FMV cart, for that matter! Commodore aren't nervous for their generosity when it comes to free reviews copies...

Christmas is the season of goodwill and all that jazz, with everyone making time for drinking, eating and all manner of jovial japes — including

Commodore, it would seem. This little jest of theirs (one picture) will doubtlessly have proved a laugh, especially with it being a good take-again/laugh slogan. It's essentially the advertising equivalent of David Pinner's popping 'reunited to Sega HD' and taking a crap on their marketing director's desk... for the want of a better analogy, ahem!

### Live and kicking!

Early it may be, but the biggest event of the year is already set to be the Live '94 show in November. The first 'Live' show last year was a roaring success, attracting in excess of 140,000 eager punters to London's Olympia. Praise gushed from all corners of the industry with David Pinner, Commodore's joint Managing Director concluding 'the most exciting I've ever been involved in', with Prof Peter Cachione of BT Research adding 'A tremendous success... quite spectacular' and Steve Shields, Managing Editor of our sister mag Mega Machines, quoted as saying 'Was it there?'. High praise indeed. In fact, expectations for this year's extravaganza are so big the venue's been changed to Earls Court with its substantially larger capacity. This is in no way an optimistic move as within a mere three weeks following Live '93 the organisers were inundated with bookings for 1994 amounting to over twice as much floor space as the whole of the '93 show.

Research indicated that those who attended the show alone would spend a staggering £90 million over the following year on home entertainment and, given the market as it stands, you can bet your bottom dollar a fair portion of that will be Amiga-related. As that remains to be said it gets no tickets early — this is gonna be a big one!





While on the subject of 'big ones', a couple of new Manga movies are on the way. The Japanese kings of king animation are set to release further instalments of two of their long running sagas. First there's *The River Challenge*, part four of the *Goemon* Megalopolis series. Gose fans might be a little disappointed to learn that it's only a V5 rating, but fear not. The *Hostages* episode four of *Crying Freeman* is a good solid V8 and will feature all the gratuitous sex and

all you cartoon series hunker for. One's mind drifts to the possibility of a CD based interactive Manga game — imagine that...

In the shadow of the CD's leap to prominence humble old user's needn't feel alienated. Floppies may be as trendy as teared jockies with patches on the elbows but they're still far and away the most versatile mode of information storage around. Try saving game positions to CD or cartridge without a battery back up, and you might as well be teaching

the art of traditional English cuisine to a petrol pump. For those with floppies and an affinity for time-honoured soccer management games, Domark have a series of data disks lined up to be used in conjunction with their star-tastic *Championship Manager '93*. *End Of Season*, set for a

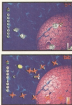
May release, is a complete statistical update of all team and player information in the game. All up-to-the-minute transfers will be included for the ultimate in logical action. In July, you'll be able to get your hands on CM — Superleague, featuring a league competition including all the top teams from around Europe. There are also rumours that a *Championship Manager* international game could be in the pipeline... expect more news as the World Cup draws closer.



Bargain hunters will be pleased to hear of a packed '94 release schedule from The Mic Squad. 28 top titles are planned including such classics as *Desert Strike* and *San City*. Most will retail at around the £12.99 mark but expect some variation.

### Who's Ray?

At 200 screens can look forward to May when Data Marketing intend to release an AGA version of the beautiful *Standard* (see ish 18 for a review of the 16-bit incarnation). Programmers Bloodhouse are currently at work on the project, to be monitored Superintendant — oh no, SWIStaxia — which will feature even more to-go greens you could eat them right up: top tiered graphics, more colour and a CD32 version to follow, featuring an all-new soundtrack taking advantage of the new technology.



## Letter from Sensible

Today is my birthday so it seems as good a day as any to feed you with my babish, for the sake of speed and for the hell of it I'm going to write this entire piece of waffle without going back to correct any of my typing errors or spelling mistakes (yeah, thanks Jon — Sub Ed). So here we go with an amazing rambling into something that I might eventually want to stop.

The guys at work just bought me some lovely birthday presents — a sofa, a piece of firs, a lucky sack, a sport box of matches, a miscellaneous thing that plays 'It's a Small World', a kazoo, a whistle, a football raffle amount in the colours of Norwich City, a Radio Hood hat and a bow and arrow set with suckers. Jon's just won a fever by getting the arrow closest to Martin's backside...

I'd like to gripe about the amount of formats on the market at the moment and the problems this causes in software development. Not only does it take the best part of two years now to produce a top-notch original game, but if we are to do the conventions ourselves (in order to ensure they're good enough) we have to pass away another three to six months per version, when we could be getting on with writing some new games instead of going over what is — for us — boring old ground. The other downside of ever-changing and varying formats is that it takes the spotlight off the software we produce and onto the hardware. This makes it very hard

# Charts

It's time to find out what's hot in the wide world of Amiga gaming. There's a heat-in-up flower to the chart this month, with *Mortal Kombat* and *Street Fighter 2* both making the top five but where's *Nasty Boys* Malcott?

1	(3)	MORTAL KOMBAT	85%	Virgin
2	(4)	CANNON FODDER	80%	Virgin
3	(1)	FOOTBALL LEAGUE 2	80%	Domark
4	(-)	STREET FIGHTER 2	80%	Box
5	(-)	JUNGLE JAZZ	80%	Box
6	(-)	THE BATTLE	80%	Box
7	(2)	PREMIER MANGER 2	80%	Domark
8	(3)	MURDER ISLAND	80%	Box
9	(10)	SANDWICH BOSS	—	Domark
10	(3)	CHAMPIONSHIP MANAGER 93	80%	Domark
11	(10)	DOOL 2	80%	Domark
12	(1)	WORLD WARRIORS	80%	Domark
13	(-)	CANNON FODDER ON DATA DISK	—	Domark
14	(-)	DOOL 2	—	Domark
15	(10)	ALICE IN WONDERLAND	—	Domark
16	(10)	ALICE IN WONDERLAND	—	Domark
17	(-)	DOOL	—	Domark
18	(-)	DOOL	—	Domark
19	(10)	STREET FIGHTER 2	—	Domark
20	(-)	DOOL	—	Domark





For us to establish classic games as any format as no matter how good they are,

the platform they're written on will always date them. I feel that *Wekid*, *Dogmare* and *Drive* are all a good case here, where the original version — and, after all, the original version from a creative point of view is by far and away the most important one — was written on a revolution machine, so the product you produced is judged in the majority by the hardware. This is something you have no control over and to a certain extent are a victim of.

Personally, I don't give a \*\*\*\* which machines are successful or not; I only hope that, apart from one of them, they all die out and then we can get on with developing for that machine, whatever that may be, safe in the knowledge that that every computer owner in the world will be buying the actual version of the game you're writing and your product can be judged on that format alone — without having to suffer the conversion process. Because I know we (Sensible) are capable of writing to every format I genuinely don't care which formats are successful or not. All I know is that until we this the market down of machines we'll never get the focus on software necessary for us to become established a serious ARTISTS and the computer industry will never have the mainstream standing with the public that it so craves — and we'd make more money in less time. That's all for now folks. Love, Jon 'Dogs' Horn, Sensible Software



Uh oh! We seem to be back on the subject of compact disks or you suppose this is an appropriate juncture to mention a revolutionary idea from Electronics to combat counterfeit CDs. This involves printing unique holograms on the surface of disks, being almost impossible (at least without very expensive equipment) to duplicate, it'll be possible to tell at a glance a genuine disk from an illegal

copy. The technique has no drawbacks other than a small price increase which will become minimal as the industry absorbs any minor rise in production cost. CD piracy has become big business, amounting to 1% of all CDs sold in Europe last year. In a little survey carried out around the office assuming the Impact staff buy an average number of disks that means approximately one in six people owns an illegal CD! Look out pirates.

Now for some news on forth-coming new adventures involving such video game

stars as a Tolkien and Earl, the Lemmings, Greenwing and Chuck Rock. Now before you go clashing down to the local software megastore demanding to know when these games are coming out read on. They're not actually games at all but a series of comic books soon to be released by Dark Horse. *Earl* (Max Overload), loan one will be 64 pages of "... cutting-edge comedy and a host of lively features". *MD* should be just on sale as you read this at a reasonable £1.95 with a projected circulation of 180,000.



# Stick it to 'em



## ZIP STIK

Finished in a tasteful black with yellow trim, the Zipper certainly looks the part. The four auction pads require a shiny, highly reflective surface as it's a bit unwieldy in the hand but very comfortable atop the desk.

Swift pointing movements are easily achieved with precise control and responsive buttons. Set games and headsets prove equally positive, but a little lack of weight in the shaft detracts very slightly from an otherwise impressive piece of kit.

Final score: England 3  
Holland 0  
Sensibility rating: Norwich City

## MEGADRIVE II STANDARD PAD

You may or may not be aware of this but Mega pad's are compatible with the Amiga.

without any need for interfaces or anything, but remember it's (B) to be. The new Megadrive II's pads are far superior to the old ones, and are available for a comparative song at most game stockists.

Sensible isn't a game that lends itself to pads. Some nice wiggles are possible but headsets and, particularly, accurate curling shots are difficult to achieve. It's a joy to play platforms though so, if you're a platform fan, buy one. Final score: England 1

Holland 1  
Sensibility rating: Tottenham Hotspur

## COMPETITION PRO EXTRA

Looks a bit rough around the edges but sure feels robust. The autofire switch is well positioned so it won't get flicked on/off accidentally in inopportune moments but, unfortunately for rolling gamers, it's another





## ZOO RULES

large have been. Minnesota has state and who don't like the Jungs have! Wolf Zinf's a gaming superstore who's grew from strength to strength since the release of his first adventure in 1992. The high street shops will soon be inundated with merchandising: darning the little rings and from Quencher's lit platform games. He's also been converted into a limited arcade machine by Bell-Fair Manufacturing, a leader in retro-gamed amusement. The machine's been popping up in arcades around the country since last summer and the reaction from the coin-op buffs has been excellent. But what if you're not an arcade guy or gal? Do you have any other options or don't have enough cash to splash out on merchandising as well as the cool snacks?

West Germans have produced a range of cool Zool goodies and are giving them away in the boxes of Zool 2 and at the various computer shows. They're attending during 1994. Postcards, stickers and great Zool door hangers with TDD POST CARDSTUFF — **PLAYING ZOO!** printed on them. In big yellow letters on just

as few of the items you can collect. You might even bump into Bowdler and his associate.

comparison, Joss, if you go along to one of the computer shows this year! They appeared together at last year's Live '93 and HN shows, so Jossy's been around!



© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 103–110

This stick is stiff. You've gotta squint to move the blasted thing — hardly conducive to intricate one-on-one. Eventually England were reduced to long punts upfield but the route-one approach failed to impress the Dutch. After the final whistle I was left rubbing an aching wrist and pondering a first defeat.

**Final version:** 17 September 2011  
**Accepted:** 2 October 2011  
**Availability:** online 10 October 2011  
**Editorial handling:** Dr. J. J. O'Brien

04/13/19

Despite enthralling sound, Phil: "Where is he now? King swaying by there, I've never been a fan of the Cruiser. I always found the fire buttons a bit too far from the stick itself. Still, the new generation features the welcome addition of an auto-fire feature and retain the novel 'adjustable stiffness' control. Some meat movements are possible (but the whole thing has a bit of a creaky, fragile feel to it. Even on the stiffest setting the stick's too wobbly... it just doesn't have the

more complex, highly interactive system.

Edward Ferguson (Fergusonville, Md.)

**Keywords:** child sexual abuse; disclosure; self-blame

**Keywords:** *depression, mood disorder, neuroendocrine, hormones*

## COMPETITION PRO WIN 5000

The baby of the family, this is exactly the same shape as the CP Beta but about a quarter of its size. This allows for comfortable hand-held control but reduced

dimensions mean the omission of an autofiling facility. It's not bad, but the square shaft housing can make normal forward/backward/slight tricky as it tends to slip to the corner, sending you off diagonally. It feels and looks like it could be a winner but a reality are unsatisfactory.

Final Score: England 1  
England 1

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Thanks to Power Play for supplying us with the joystick and Mega Machines for mooring about us using their Mega Drive joystick. You can contact Power Play on 0457 876700.



**Coming  
Soon...**

There are lots of exciting games in the pipeline for Amiga rats. We've raised the release schedules of all the companies we could think of to bring you this definitive list of Amiga gaming throughout 1994. See what you (and your old) games are worth!

**PERMANENT CODES**

[illegible]

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## LOOK TO THE FUTURE

What's on the horizon for us eager Amiga amigos (try saying that with a Fruit Pastel in your mouth)? There're platforms from Millennium, a 32-bit marvel from Ocean and... hang on, read it yourself ya lazy bugger!

# MARIO IS MISSING



The Nintendo here will even let on the Amiga thanks to the people at Mindscape. The game is great fun and you'll learn something about this world we live in while you play!

## Mindscape

Ever heard of a game called Donkey Kong? It was actually called Monkey King originally but some poor Japanese translator got his wires crossed and out of the confusion a legend was born.

I don't mean the game, mind you. Despite appearing at an arcade machine, pocket

purpose of reaching the top of single screen levels (and rescuing a girl, but who cares about that?) the now enduring character in pixel history took his first intrepid steps into our lives.

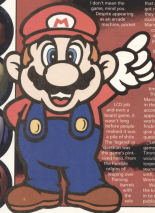
Mario Mario as he became known (the name goes that since 1980 some top Nintendo executives type both got meaningfully drunk and came up with the name which they thought was 'absolutely funny at the time'). Sadly (it stunk) appeared on Atari and Commodore 64 in Super Mario Bros but soon afterwards Nintendo who held the copyright banned the character from appearing on any system but their own, making the chubby Italian plumber their flagship character — until now...

Amiga owners will soon be able to play Mario from the comfort of their own homes without having to go out and buy a Nintendo console. Yes, what'll it be then? Super Mario World, Mario All-Stars, or even the magnificent Mario Kart? Unfortunately no. The name of the game is Mario is Missing, and it's an educational title. That means it's going to be fun — but you'll learn something at the same time.

The story goes that the mustache-hatted marketeer is kidnapped by his arch enemy, Bowser, and imprisoned in the cat's den. The player comes Luigi, who, accompanied by Yoshi (the cute green dinosaur that first appeared in Super Mario World), travels around the world visiting famous landmarks, solving riddles and finding clues. There's a cringing world map designed to give youngsters an idea of world geography and questions to answer during the way.

And, just hope it doesn't have to be one of those games parents see on the shelf and think 'look, little Timmy would love that!' when in fact little Timmy would rather be waving out alien friends with a megaphone than showing off his general knowledge. *Shhh!* saying promising. There's loads of characters to interact with, a maze of places to visit, and all the famous Mario World inhabitants to meet.

Well a while and we'll tell you whether it's up to them the kiddies who child prodigies or if it's just a poor cash-in to squeeze a few more pennies out of the hyperactive public.



LCD job and even a board game, it wasn't long before people realised it was a pile of shite. The legend is quick, it was the game's first-step hero. From the humble origins of leaping over flaming barrels with the sole





## Millennium

**G**alactopia looks like these Millennium people are to take over the Amiga platform, some with 3D and now Pinkie on the way. Pinkie is a happy little "brave new kind of pink alien hero". He was happy living on the planet Purple, until he found some "terrible aliens". The galaxy's population of dinosaurs were near to extinction so the little alien took it upon himself to rescue the last remaining dinosaurs and stop the species from dying out. In the game Pinkie will travel around planets levels around his trusty Pinkiepod squashing nasty creatures, dodging huge enemies, armed guardians and collecting eggs which can be stored in a handy coin bank and used to power up the pod. Not only that but poor old Pinkie will get the feet, ears and jaw displacement over, animating levels with crazy patterns to throw him off course and into the path of his own weapons.

The Pinkiepod is a nifty piece of engineering. Looking not unlike a mechanical unicycle, the pod is equipped with a powerful spring to launch it high in the air, removable flippers for underwater travel and extending boxing gloves out front to take the nasties. Pinkie isn't confined to his contraption. He can leap from the top of the pod and take on the nasty monsters hand to hand. Thanks largely to, being given a bulletproof gadget, the pod can't fit into small holes.

The early series we've seen looks pretty standard, it must be said. Pinkie himself is well drawn and animated but somehow doesn't have the character of, say, Alfred Chicken though the game itself plays similarly. At this early stage it's hard to see Pinkie appearing to any but the most ardent platform games and as far as the Amiga is concerned the RT rules here — so long as, Millennium!



## OUT TO LUNCH



### Mindscape

**T**here's a potential of a lot in store from those savvy south coast types, Mindscape. Out To Lunch continues the adventures of our favorite Chef — a cute little cartoon feline with a problem. All his devious ingredients have escaped from the pantry and run

away back to their countries of origin. The idea is to run around the scrolling platform levels representing each country, each with an appropriate soundtrack, rounding up all the pesky food and returning it home. A bit like a 100 version of that old Ultimate classic, Cookie, from the early days of the Spectrum, this should be my next meal.

Sure, you've only seen screen shots as far but a Super Nintendo version's been out for some time and the Sega CD/CDDC boys from next door release it's a doozy. There's too much to say why the Amiga conversion they didn't put just as fast. The screen looks grand with loads of unique and lovely backgrounds, though whether or not the parallax scrolling will be included remains to be seen. Not only are there the graphics but culinary power-ups such as wooden spoons which make dandy weapons, and bags of flour which double as bombs (Cookie again). Then there's the weird 'n' wonderful enemies including salmonella ridden eggs who're out to contaminate the all important ingredients and give them a grand tick up the stove.

Between level bonus stages feature a super market sweep type dash along with a shopping trolley collecting fruit fill and a new added benefit machine for extra points. All in all this is one the whole team's looking forward to playing!



### Occan

**I**f you're waiting for a game to show off your CD32 and send MegaNintendo owners into a globbing suit, your wait could soon be over. Occan's Inferno looks like being the CD32 title we've all been holding out for. It's a space flight simulator giving you an entire solar system in which to operate. There's seven planets and three moons, not to mention around 100 different

## INFERNO

and individually controlled enemy ships to defeat. Accompanied in the game are a massive 700 missions which should keep you flying until well into the next century.

Programming is being handled by Digital Image Design (DID), the people responsible for K9 Retaliator, Robocop 3 and Epic so we're in capable hands on that front. All those games feature superb and speedy filled 3D graphics but Inferno is set to blow them away. We're promised textured distance fade, and a light-sourced cockpit display for true realism. As the risk of sounding a wee bit dense, I'm not entirely sure what that means but it sounds pretty neat, eh? But seriously, we've seen a demo of the intro sequence and it looks quite spectacular. If the game comes close it'll be so hot you'll need even gloves to play it though you're meant to hold the joystick in anyone's guess.



What we do know is that Occan and DID together is a mouth-watering prospect and the result could well even the record books of games.





## LOOK TO THE FUTURE

# JAMES POND 3: OPERATION STARFISH

## Millennium

First there was plain old James Pond. Then came *on the Amiga and ST* (a different two-year-old year ago to mention). Then came the game's sequel, *James Pond 2: Operation Starfish*. Then came the game's sequel, *James Pond 3: Operation Starfish*. Then came the game's sequel, *James Pond 3: Operation Starfish*.

Then came the game's sequel, *James Pond 3: Operation Starfish*. Then came the game's sequel, *James Pond 3: Operation Starfish*. Then came the game's sequel, *James Pond 3: Operation Starfish*. Then came the game's sequel, *James Pond 3: Operation Starfish*.

Now, in an attempt to focus the story on the game's sequel, the software company has released a new version of the game. The new version of the game is called *James Pond 3: Operation Starfish*. The new version of the game is called *James Pond 3: Operation Starfish*.

Based on the original game, *James Pond 3: Operation Starfish* is an action-adventure game. It's a sequel to the original game, *James Pond 2: Operation Starfish*. The new version of the game is called *James Pond 3: Operation Starfish*. The new version of the game is called *James Pond 3: Operation Starfish*.



We'll have more screen shots of this great new platform game from Millennium next issue — stay tuned!



# NAUGHTY ONES

## Import

Screen to come from Danish programmer, Interactivision (are they extending the "Michael" or what?), is a new out-of-the-box platformer in the Rob Dangerous mold. The new title, *Naughty Ones*, takes place over five worlds and fifty screens in which you and optional friend have to guide the bad dudes of the risk, two cool baddies in shades, to safety. There's loads of fruit and bonuses to collect along the way but each screen is infested with nasties and traps to which you're bound to come a cropper. Obstacles include dropping water, clocks with loose pendulums that just happen to drop off should you walk underneath, as well as patrolling robots and the like. When there's

Rob-D-style wall-mounted lasers but play is more two-dimensional.

From what we've seen so far (a short, five-screen demo) the game has all the standard ingredients — chuddy graphics, jolly soundtracks and a million ways to go belly up. What it doesn't appear to have (at this stage at least) is very much in the way of originality. Graphics are clear but standard and uninspiring and gameplay is wildly derivative. I found at least one hidden bonus room but it remains to be seen just how much the full game will improve on a demo which only received a lukewarm reception at best around the office. We only just managed to stop Rob reviewing it, for the PC section's *Naughty Ones* will run on Amigas

with one MEG of RAM but an A5000-specific version is promised — heavy judgment's being reserved at this time to look out for a full review around March.



Looking like a modern day version of *Rob Dangerous*, the *Naughty Ones* was initially disappointing — let's hope the finished game comes up to scratch.

# UNIVERSE

## Core Design

Last month you'll have read the preview on Core's forthcoming sci-fi adventure but did you know that? By way of a little originality all the backdrops in *Universe* are digitized from specially hand-drawn paintings. We just thought you might fancy a gander at some of the original artwork which is really rather nice.





[illegible][illegible][illegible]

**After:** Fast load, nice, Peter a cog, 20 options to all varied gear preferences, instructor book, easy to play. Technical support.  
**Plus:** Over 100 other modifications impossible to list here.  
**After:** Shows you to ground control items to mod games. C71 has  
 Control. Check and access details available upon request.

It is a purely conceptual internal genome gene that concentrates on sensing and relating place of relevant interests. The gene has been designed and developed by a close link of the gene. It updates orientation that is not possible to be combined with the P's, namely gene mutations that ensure with or without to internal should experience a summary of the micro-factors. As follows below:

- 1) **GPS POINT or LRM** 114 bytes—mostly time, 50 bytes per second
- 2) **Cap. competition**—ministry Science & budget, New York
- 3) **2 different taste**—organic, with a taste sensor and stimulus.
- 4) **Acute taste**—delta, Gamma, height and weight
- 5) **2 different taste**—stimulus. New skills have a close impact on the effectiveness of an individual activity, doing a standard work.
- 6) **Five olfactory**—stimulus. All gene work is closely connected.
- 7) **Smelling and learning**—smoking. Top smelling and learning skills.
- 8) **2 different training**—stimulus to learn Smelling, learning & holding.

- permitted at any time to change betting tactics or betting placements.
- 1 betting/standing classification (Normal, Attack and Defend).
- Close of the 1st round final placing.
- All scored results with last betting and/or leading figures.
- Offer and Place, Handicaps, Starters can be hand and foot.
- Jockey figures before-betting. Current and last jockey results.
- View current top competitors today and future results.
- View time transfer market. Place content and usage suggestions.
- Spares, Odds on, Favorites, Top placed line, Average odds.
- 11 Options to allow game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Also covers race, horse, betting, racing, sports in general.

The screenshot shows the 'The Sims' game interface. On the left, there's a panel with the text 'THE SIMS' and 'SIMS' below it. In the center, there's a portrait of a character with a red 'X' mark over it, indicating a failed action. To the right of the portrait, there's a red 'X' mark. The top of the screen shows a landscape with a house and a car.

- SO lockups also stay-in solid and looking free, Green & Freedom
- Facebook and White Summary Cards cover the previous 2008 years.
- Animated news displays in just the usual "View Lockdown 1.6" by open
- Very informative report by Brad Smith last 7 pages, lookmakers.
- Researcher similar to existing ones: Real-life /Realtime & Race Types.
- Values, Issues & First Last/Now gone. Many other items included
- Version 1 is available now online! (Google Images & Twitter) (2-1)

**Abstract:** Indicated by the title, this program addresses the "what" question. The program will provide you with a solid background in what is known about the neural basis of motor behavior. It focuses on the neural basis of motor behavior. It focuses on the neural basis of motor behavior.

**Keywords:** 0-100 min; 1-100 min; 1-100 min; 1-100 min

**Objectives:** This program will enable you to understand the following topics. You are NOT permitted to attend any sessions unless you can attend all sessions.

**Research I Development:** Three years full-time course analysis and experimentation to achieve the practice objectives.

**Scientific Knowledge:** Plenty of opportunities to learn the latest research findings. No scientific knowledge required, only a basic understanding of the field.

**Required Skills:** A strong background in programming, particularly in the area of the brain, will be helpful. We will accept students who have no previous experience in the field.

**Industry Options:** Highly recommended. If you apply to work in the field, we will be able to help you find a job.

**For more information:** Please contact the program director at [phone number] or visit our website at [website address].

- Run down with pump if the large 30' working areas
- Leaving the entire playing area
- Home controls (lower) - line length, direction field ratings.
- Sports manual of forward attack level, strokes and receiving behavior as late, outside & outside line.
- Surface and pace of play
- Run, fast light, slow down

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All the programs listed in this column are only available by direct mail.					
Professional Football History V4	24.95				
PS 10, John Jay	12.00				
Crack Windows V2	24.95				
Crack Home System (WIN 95 V4)	75.00				
Crack Masters	24.95				
World Cup Cricket Masters	24.95				
Winning Masters	19.95				
TOTAL (Add shipping & tax)		136.80			



CODEMASTERS

CODEM  
in-depth

With over  
thirty Amiga  
titles under

their belt, budget  
and full price,  
Codemasters have  
provided us with hours  
of entertainment. NICK  
ROBERTS takes a look at  
their greater  
moments...

From humble beginnings on the 8-bit Spectrum in the mid-eighties Codemasters, the software company set up by teenage programmers Richard and David Darling, has gone from strength to strength. Their story has been told many times in magazines and even a television documentary with shots of the boys driving smart cars and talking about multi-thousand pound salaries.

Count at the Lower Farm House in deep-sea Warrickshire, Codemasters have produced

games for all formats  
— 8-bit, 16-bit, 32-bit  
and console. They'll  
soon be developing  
for CD too. It wasn't  
long before they earned

themselves a  
reputation for cheap  
and cheerful software and had  
snatch hits with the 'Simulator'  
series of games. These were  
simulations of popular sports like BMX  
racing, power boats and jet skiing.

When programmers The Oliver Twins  
started writing games for the company they  
asked their brains to think of a new computer  
game character. While doodling on a piece of  
paper they just stumbled across an egg. They  
sketch a pair of shiny red boots and gloves and  
Dizzy was born! His first game was simply  
called Dizzy for the ZX Spectrum. Now over  
fifty games later he's still going strong on the  
Amiga with the new release Fantastic Dizzy and  
the little egg has become the company mascot.

Codemasters have hundreds of budget  
games in their back catalogue on all computer  
and console systems including many marvellous  
Amiga memories. They've recently moved into  
the full price market with releases like Comic  
Spacehead, Mean Machines and Fantastic Dizzy  
flying off the shelves at your local software



store as I write. I asked  
the top dogs about their  
particular favourites and checked  
out their greatest moments.

## DAVID DARLING

■ At 27, David is joint Managing  
Director of Codemasters. He set up the  
company when he was 26 after working  
with budget software house  
playalongs on 8-bit games.

## Favourite Amiga game is: Micro

Machines

Why? In a lot of ways, Micro Machines is a  
perfect Codemasters product — where top  
quality is achieved by the playability and  
challenge of the game. Micro Machines started  
out life as a 2 Meg MB cart, which means we  
had to create the game in the confines of 2Mbit,  
which is minuscule for a game these days. But  
because we had to cram it all in the  
concentration is on the gameplay and not  
cluttered with excessive graphics or endless  
sound. Of course, for the Amiga the game is  
tapped up to it's graphics and sound are more  
lively, but mainly the game is simply a dream  
to play.

Currently worked about the CDIO

## DISKOGRAPHY

Codemasters have certainly been busy on the Amiga scene for the last few years.  
Here's are the games they've released. You should be able to pick up many of these at  
your local software store.

Game	Year	Description	Force rating	Game	Year	Description	Force rating
Fantasy World Dizzy	1991	The little egg in an quest with fire breathing dragons and tough puzzles. It's addictive and that's no yolk!	84%	Dizzy Collection	1991	Pressure Island Fantasy World, Magicaland, Fast Food and Kwik Snax all in one compilation. Great value!	58%
Sky High Stuntman	1991	A range of stunts on jets, choppers and space ships, with an aerial view of the action and many levels.	85%	Cit's Elephant Amigo	1992	A platform game with power jetting action. CFB's great fun with nice cartoony graphics and sound.	79%
Mean Machine	1991	Super sprint-style racing with an overhead view of the action. Lots of interesting moves to perform.	83%	The Quest of Agavein	1992	A fun platform game full of spiders, evil knights and nasty warlocks. Nothing amazing.	81%
Super Seymour Saves the Planet	1991	Shameless bombjack rip-off. Arcade collect-'em-up with fun stunts.	83%	Houseprint	1992	Excellent 3D vector graphics in this racing game from the future. It looks and plays like a full price release!	89%
Pro Biking Simulator	1991	Coolies and tears for their		Kwik Snax	1992	Dizzy's back again, this time	



# codemasters

## RICHARD DARLING

■ Richard is 26 and also joint Managing Director (surprisingly!) he's currently working on establishing Codemasters in Germany where the console market is just taking off.

**Favourite Amiga game**

**In Combat: Spearhead**

**Why:** Difficult to have one at the moment — my two-year old daughter has to be involved in everything and games playing is no exception. But pushing a few random keys isn't the best way through adventures, which I tend to go for — Monkey Island and the like! At home it's Combat: Spearhead at the moment — the adventuring isn't that difficult and it's packed with scenarios to can play for a while and then leave a few days before returning where you left off. Also, my daughter loves the bright colours and can recognise things on screens. So there's pretty fair.

**Currently excited about:** The C030.

## RICHARD EDDY

■ Richard is 25 and has taken one of Codemasters' RB for the last two years. He's recently been appointed Marketing Director and is a computer games nut case with many years in the software industry.

**Favourite Amiga game is:** Two-player

**pool!**

**Why:** It's usually Pong, the bubble bunting game parked with cartoon buffoons. But, these days, you just can't beat a bit of Micro Machines for sheer fun and screaming at the other player left/11's fast and furious and, when you're matched against a player with similar skills, the challenge is absolutely superb.

**Currently excited about:** (You guessed it!) Moving Codemasters games onto C030.

## THE LATEST AND GREATEST

Here are three of the all time best budget games from these masters of code. These were originally released at around £7.99 but you can pick them up for much less than that now if you shop around.

### STEE THE SLUG

■ Youcht! Dright! I'm not usually a great fan of slugs. (Pardon sluggy things that always seem to be on the County Council's 'do-it' waiting list. So what do they do? They hide under bloody stones, and keep popping out when it's raining and get even more sluggy.

Steg, on the other hand, seems to be a very responsible slug. But in these times when his times isn't lined with the food bank of bungee Tyngent in maggots — not a simple task when their food is running around in out of the way places. In this fun little puzzle, Steg has to save the fish before they die. This is done by rescuing maggots in bubbles which he blows. The whole thing through various great complexes and timely cautions is utterly addictive and with levels getting progressively harder it's an excellent challenge.

The presentation's good: lots of eye-catching, colourful sprites that are hard not to feed your cubby, even with all that slime. Steg is proof that puzzle games need not be boring, sluggish affairs that slow your brain down rather than taxing it.

85%

### CJ's ELEPHANT ANTICS

■ It's really struggling not to use the word 'cute' or 'sweet' too much when referring to this cute... er... sweet... hahh! I know... this lovable Pachyderm in a football cap and jacket



Platform fans will love this as it has all the elements a good platform adventure needs: lots of power ups, really nifty and a great main character as well as being offering addictive throughout. As you might have guessed, CJ's Elephant Antics stars an elephant clad by the name of CJ who has the serious urge to gallop through countless levels with many a nasty foe lurking on platforms. There are killer clouds, doozy frogs and harmless-looking penguins. Give any of them half a chance and they'll make CJ pack his trunk and move good-bye to the desert.

There are very few places left on this planet that CJ doesn't explore. On his travels he encounters the hot in the scorching sands of Egypt and the beauty and dangers of Paris in the springtime. In names just a few. If only every platform game had the addictive, colourful and downright cute feel of CJ, the world of computer games would be a much nicer place.

83%



### SEYMOUR GOES TO HOLLYWOOD

■ Definitely wants to make it big, whether it's manager of IC or owning your own stand.

Game	Year	Description	Force rating	Game	Year	Description	Force rating
Quattro Fighters	1992	collected goals in a highly addictive arcade-style game... oh, it's Pac-Man!	50%	Spike in Transylvania	1992	lots of spin-offs arrived in a similar style. This is one of them and it's great!	55%
Soccer Pinball	1992	543 Combat, Wg 29, Goliath and Guardian Angel. Get your game out for these non-stop shoot-'em-ups.	59%	Seymour goes to Hollywood	1992	Another fun cartoon adventure game with fun puzzles to solve and lots of humour.	47%
CJ in the USA	1992	Pinball with a footballing twist. Lots of fun tables to play and huge scores to be shattered.	60%	Clizzy Panic	1992	Basically just a port over from the Spectrum but the playability is there and it's fun — again!	62%
Captain Dynamos	1992	More elephant antics with fun graphics and a tough challenge. There's even a roller coaster ride!	81%	Magicaland Clizzy	1992	Shape shifting arcade game with the added attraction of all the Clizzy characters to spice things up a bit.	62%
Slightly Magic	1992	Probably one of the best platformers from Codemasters. The graphics are great and there's lots to see.	33%			Another cartoon adventure starring the pucky little egg. This one's a good challenge for all players.	82%



# CODEMASTERS

Seymour has the degenerate, uncontrollable urge to make a big in the movies. While on holiday in Hollywood, he decides he wants to use his name in lights and in the cinema to impress his friends. So, instead of changing his name to Fire Ball, he gets himself some cool shades and gets into important buildings.

The only problem here is that the big film he's supposed to be starring in has been sabotaged and the director and script have gone missing. So off he goes in search of both in this interesting little adventure that's full of Dizzy-like tasks to perform. In fact, this game is a must for all Dizzy fans as gameplay is similar but varies enough throughout to keep you scratching your head for hours.

Seymour is an odd sort of hero. Without wanting to offend, he's a rather goaty but likeable character that I'm sure — if it weren't for Dizzy — would be the hero of all Codemasters games. With the oddball graphics and luscious tunes, you find it hard to find fault with Seymour and his quest for stardom.

82%

The latest releases from Codemasters have all been at full price — a change in policy for the company. Instead of restricting the games to a particular format they're now developed for all systems simultaneously too. The latest batch seen here are available on Sega Mega Drive, Sega Master System, Nintendo Entertainment System and of course the best of them all — the Amiga.

## COSMIC SPACEHEAD

■ Released in full last issue, this is a unique mixture of platform and adventure games. Cosmic is controlled by using a pointer to select beyond then clicking on characters and objects on screen. Chatting to the strange



people on the planet Uranus you'll have new in-pitches and the 3D style futuristic graphics are out of this world — literally!



## MICRO MACHINES

■ For fast-paced, addictive racing games you can't do any better than Micro Machines. Licensed from the miniature model toys, you can select a variety of vehicles to race over suitably scaled-down tracks. A desk strewn with books and papers, garage floor covered in nuts and bolts and garden with such horrors as a leaky hot-air balloon are all great fun.



## FANTASTIC DIZZY

■ This new adventure with Codemasters' mascot character Dizzy is the biggest yet. Combining many elements from older Dizzy games it will give even the most experienced cartoon adventurer a challenge. For a full review get over to page 42 now!



## GO PLANK

■ Everyone at Codemasters is currently excited about signing up with Commodore to become an official CD32 licensee. The first title to be released will be Super Ali-Snir, a compilation of five great games (reviewed on floppy format in April). Along the way, Seymour goes to Hollywood, Magikland Dizzy, Captain Dynamite and C in the U.K. They're not firm release dates or prices yet but it looks like this compilation will be great value for money.

They've also pencilled in Micro Machines for a CD32 release and will have some original games ready by Autumn. Exciting stuff, eh?

Game	Year	Description	Form rating	Game	Year	Description	Form rating
Big Man the Cannibal	1992	Basic arcade bash-'em-up with lots of out-of-control dinosaur to splatter about. Some variety in the levels.	84%	Quattro Power Machines	1990	Four simulation style games: Heliater, Astro Boat Challenge, Grand Prix and Pro Power Boat.	87%
Spellbound Dizzy	1992	The more adventures for Dizzy. This time he gets to ride in a magic cart and talk to a leprechaun!	86%	Robin Hood Legend Quest	1990	The famous story made into a drag platform/shoot-'em-up.	44%
Shag the Slug	1992	Another fun Coddies character in a challenging game. This time it's a green, slimy slug!	85%	Cryptal Kingdom Dizzy	1990	An up-to-date adventure for the egg with more challenges and new characters to interact with.	81%
Dizzy's Excellent Adventures	1992	Bubble, Plink, Spellbound and Prince of the Yolkfolk Dizzy's in one compilation.	82%	Fantastic Dizzy	1990	The biggest Dizzy game ever. Originally released on the consoles it's packed with playability and cool puzzles.	86%
1st Division Manager	1993	Football management with presentation! Instead of lots of text you're treated to an actual game of football! It'll never catch...	51%	Cosmic Spacehead	1990	A great new character and a change in game style. This one is controlled by pointing and clicking!	82%
Dizzy Prince of the Yolkfolk	1993	With fairy tale characters and more puzzles this isn't the most challenging game but it's loads of fun.	81%	Micro Machines	1990	One of the most addictive racing games ever. Miniature vehicles with fun race tracks.	89%



# Reviews

Prepare yourself for a new kind of review section. Four new reviewers and a new layout — these are going to take some explaining. Engage your brain cells and start right here!

**■ LOGO** — To tell you which systems the game will work on. See the separate boxes for a full explanation.

**■ COMMENT** — One writer gets to do the main text and another writes a comment with a percentage each. The overall is an average of the two.

**■ ESSENTIALS** — You can't have a review without the producer, author and price of the game. You'll find them all here.

**■ Some of the reviews include additional elements like boxes showing the score, or even as a game and 'Alternatively' where we show you games of a similar style that are available at a budget price.**

**■ RATING BOX** — This contains all the information about the game you might find useful: style, compatibility, number of disks, etc. Graphics, sound, playability, lastability and overall ratings are also here with a percentage for each.

**■ This means that the game has been created to work on the 16-bit Amiga, A500, A500+, A500, A1000, A2000. But it will probably also work on the A1200 and A4000 — check compatibility in the strings box to make sure.**

## LOGO LESSONS

There are three logos and you'll find one attached to each review. Here's what they mean...

**■ If you see this logo it means that the game has been created to work only on the A1200 and A4000 32-bit computers. It will have enhanced graphics and sound making it incompatible with the older Amiga.**

**■ Do I really need to explain this one? Of, single them! This logo shows that the game is for the all new singing and dancing Amiga CD32 console. You can't fit a CD into your floppy disk drive so don't try it!**

## THE WISE ONES

Here are the reviewers — they've all got their favourite game styles and preferences. See which one suits your tastes best.



### NICK ROBERTS

Nick's the fit and a fan of platform games. Give him anything with cute characters and loads of levels and he'll complete it for you!

His favourite this month have been *Fantastic Dizzy* and the CD version of *Zool*. It wasn't reviewed but we couldn't get him off it!



### JAMES PRICE

James is a bit of a tart — he likes all games! He could be a bit sad though, because the only thing that has kept his attention this issue has been a free Kaseker. Can he get it? He says "Blue Mover" are made for him. It's dead!



### MILES GUTTERY

Miles games are where it's at for Miles, but missing Miles' Britain. His favourite are *Scrabble* from the CD32 and *Speedball 2*. The thing is he gets exposed in these games and it's often a redneck before he realises!



### ROSS MILLICHAMP

Ross likes anything that's a pop, shoot 'em up, beat 'em up — he loves shoot 'em up. This issue we just couldn't stop him from playing *On a Stick*, a PD game. When you throw a rock at an Oni they splatter blood all over the wall! No wonder he loved it.



**■ Some of the reviews include additional elements like boxes showing the score, or even as a game and 'Alternatively' where we show you games of a similar style that are available at a budget price.**

**■ RATING BOX** — This contains all the information about the game you might find useful: style, compatibility, number of disks, etc. Graphics, sound, playability, lastability and overall ratings are also here with a percentage for each.

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## REVIEW INDEX

Here's a list of all the games in this issue. If any of them have scored over 95% they'll be awarded an 'AMIGA FORCE APPROVED' seal.

■ Simon the Sorcerer .....	Full price .....	20
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## SIMON THE

• PRODUCER: ADVENTURE SOFT • AUTHOR: SIMON WOODROFFE • PRICE: £34.99



Are graphic adventures back in fashion? With so many older yet excellent efforts now on re-release, is this Adventuresoft effort magic enough in comparison? Read on...



Simon's only been in this fantasy world for five minutes and he's already picking fights with witches!



The game is tastefully colourful

It does what a life for a young lad who's barely turned 12. Young Simon has to face a tricky task. He's been dropped head-first into a world of fantasy and needs to rescue a captured wizard called Calypso. In a strange and magical land full of puzzles and dragons.

The amount of disk swapping needed to progress through the game will thoroughly annoy you, unless you're Mr or Mrs Patient. Once you're into the game things start to make more sense. A good read of the informative manual is recommended, as it's interesting to the people throughout the land and recurring some of the wizard's lost objects — at very normal adventure activities. Graphically the game is incredibly colourful, well-detailed and has a slightly comic leaning. All in all, Simon's enjoyable, even if it does take a while to get to the exciting stuff.

80%

On his 12th birthday Simon was treated to Marvels the Magician's magic show. He pulled rabbits out of his hat and endless bananas from his mouth. Young Simon delighted in showing his friends how each trick was done and longed to be able to perform his own. When it came to blowing out the candles and making a wish you can guess what he wished for!

At that moment the doorbell rang and standing there was a small dog with a book in his mouth. Simon took pity on him and gave him a home, calling him Chiappo, the book, written in a strange language, ended up thrown to one side in the attic.

Life returned to normal for young Simon until one day Chiappo went sniffing around in the attic. He came back with the book, dropped it onto the floor and triggered a magic spell that opened up a portal in the floor — you see, this was a magic book sent from another dimension. Chiappo jumped through the portal and Simon, being an inquisitive sort of chap, followed closely behind.

This portal led them to the house of the great wizard Calypso, full of oddly-shaped bottles with magic

Hangings around walls isn't the sort of pastime you expect a boy of 12 to take up! But there are interesting people inside!



I just can't get enough of it!

smells and strange symbols displayed on the wall. With no apparent way back to the real world, Simon decided to explore. And so the adventure begins...

### Mouse-made magic

Simon's adventures in this new world are controlled, not surprisingly, by mouse. There are keywords to be used at the bottom of the screen, utilised by clicking on them before selecting objects and places in the current location, making Simon interact with his surroundings. Any objects he picks up are displayed in the bottom-right inventory. In true graphic adventure tradition the player only has the basic essentials to begin with and must go through each location with a fine tooth comb to find objects for later use. There are 187 locations, to explore and many characters to help and hinder in Simon's task to find Calypso.

Talking with characters can be started by clicking 'Talk to...' and then selecting the one you want to speak to if they're

HAVE UP HIS DRAGON!

It's never a good idea to shout at dragons in these fantasy adventure games. You might end up being eaten alive!



Messages and speech are printed over the backgrounds.

Choose a keyword to control Simon.

When selected all objects appear in the inventory along with the map.

Hint to Locket Open Also  
Become Picking Close Use  
Hint to Remove Near One



# SORCERER



"I never spoke to you before. It's almost as if you're not here."

Talking and looking at everything helps to solve the tricky puzzles.

is a hasty to speak to you they'll start shouting at you as you enter a location. Once they've bubbled on for a while a selection of potential 'answers' replace the keywords. Some are completely silly, some will help in finding clues or answering questions and other replies are only there to terminate the conversation. Simon isn't well known for his manners either, with remarks like, "Quite frankly your conversation bores me!" and his habit of throwing up when offered a sumptuous plate of swamp stew. I've been playing Simon the Sorcerer non stop since it arrived in the office —



The start of the adventure, inside the wizard's house Simon finds a note to give him some clues.

All you have to do is become a



There are many excellent graphical sequences to be seen. The giant is particularly impressive.



## 2-B ENHANCEMENTS

Adventure Soft have just released an A1200 enhanced version of the game. The only difference we could see was a jacked up inventory!

ALTERNATIVELY

If you don't fancy shelling out the full £34.99 for Simon the Sorcerer then you can get your fix of adventuring by sorting through the budget releases at your local software shop. Here are two alternatives to set your brains boggling...

## MANIAC MANSION

■ KIRK XL  
■ £12.99

This was one of the original 'point-and-click' adventure games back from the days of 8-bit home computers, and you can tell too. The graphics are blocky and uninspiring but the storyline and puzzles are all top notch by today's standards.

A hapless house trainee/sleazy cheap charmer called Sandy and a threatening sack full of brains out with his latest nutty invention. The poor girl's in a bit of a state and desperately needs rescuing from this jail. There are eight characters available for the love missing. Sandy's girlfriend Dave is automatically selected and has can be stolen from the other seven. A punk/rocker and wild genius are just two of the likely facts (or fakes) — they all have their own strengths and weaknesses but the game can't be completed no matter who you select.

Each of the locations must be thoroughly explored to pick up vital clues for puzzle solving. Some of the objects are hidden in



The garish place! would put many people off Maniac Mansion straight away — but graphics don't make a game!

such obscure places that trial and error becomes the only way to progress through the game. Keywords are displayed at the bottom of the play area in the traditional manner and there are also labels but spots in each location. In particular, the 'HINT' command is the most useful, giving a description of all the objects, characters and locations.

Maniac Mansion was one of the early first adventures to use the point'n'click control method. It still provides a perfect introduction to the genre at a third of the price of the excellent Simon the Sorcerer.

## FORCE RATING

One of the original Amiga graphics adventures and a rewarding game to play

78%







Play the game to be granted three wishes in...

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Calls cost 39p per min (cheap) 49p (other times). Max possible cost £3.85. Please be sure you have permission to make this call. Where Instant Win is indicated there is no inhibitor and prize winners are decided instantly by playing a deciding game. Other competitions close 31.5.94. All competitions involve multiple choice questions. Nintendo Sega Amiga Gladiators Jaguar & Star Trek are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to Aladdin's Cave, PO Box 28, Northampton NN1 2DS.

Instant Win



## THE REVIEW SECTION

If that door were green, I could write a Shakin' Stevens joke...



**From cinema smash hit to manic merchandising, comic books to computer games. Hands up if you're fed up of Jurassic Park... and the video's yet to come!**



# JURASSIC PARK

• PRODUCER: OCEAN • AUTHOR: IN-HOUSE



I like rafts, me. You can tell a decent head by the quality of his raft. In fact, I just like to say 'raft'.

Raft, raft, raft, raft, raft, raft, raft... If I think that's quite enough rafts — (G).

Jurassic Park's graphics are superb — it's just a pity its gameplay isn't anywhere near that...



Having mislead seeing it, I can't comment on how true Ocean's Jurassic Park is to the movie — but who gives a toss about that sort of thing anyway? Thing is, 12-bit Park will probably turn out to be the biggest disappointment of the year. With some of the most stunning visuals ever seen on the Amiga — in particular, the indoor sequences are superb — it's a shame that the majority of the gameplay's shamefully lightweight. The idea behind the game isn't too bad. There are two different sections, a Chase Engine-type maze/puzzle/stealth 'em-up hybrid, and a first person perspective 'til experience with some of the smoothest graphics since Legend of Kyrat.

## Dino droppings

The outdoor sections are pretty awful, considering the amount of time Ocean had to perfect them. Blasting dinosaurs is fun for about... oooh, five minutes, and then it



Were there ever blue dino's? No wonder they died out — no teachers either.

becomes something of a chore. While trundling around the maze-like playing areas, there are loads of small but irritating dino's — I can't be bothered to find out what they're

called — and these are wires to shoot at every time you move the joystick to fire in their direction, you inevitably walk into them and lose energy. Still, there's more to these bits than simple blasting — there's a simple collection of objects, simple puzzles and simple maze navigation too. The earlier levels are kids stuff though and though, but it's the later

periods (each named after the type of dino inhabiting it) where JP just gets plain irritating. Discovering your character can't fall from heights barely twice his size is annoying



One of JP's spooky indoor sequences. The level of detail on the various rooms is well excellent.



With the launch of the Jurassic Park movie back in the summer of 1993, everyone wanted a piece of dinosaurs. The merchandising companies went mad with dino-gadgets appearing out left the shops and being snapped up by dino-hungry kids everywhere. If you want something with

Jurassic Park plastered all over it you can get it! Dinosaur covers, bags, pens, lunch boxes, bearings — they're all available. Dino-mania has started to die out recently but there are some to pick-up again with the release of the next phase of merchandising — the latest! Until Jurassic Park 2 that is...

## Bags

A range of bags are available from high street stores like Woolworths, and John Menzies.

Created by Cooper, they have a fabric teddy design and the Jurassic Park logo emblazoned on them. There's a backpack, a duffle bag and a swimming bag to choose from — you'll be the envy of all your friends with any of these!



• PRICE: \$25.99

# SSIC ARK

The water level's tricky to control. I think I feel seasick!



These bird things swoop at you, but they're sooo easy to pick off...



"What do they keep in here — King Kong?" Anyone who has seen the film will remember these famous gates.



Why grandma, what big teeth you have...



(life test), as is seeing a bridge and attempting to walk over it only to find it's the bottom of the play area. Then there's the "raft ride", where moving to a certain point while drifting results in your raft becoming stuck fast (mutant game) and one particular paddock with lots of falling rocks where everything slows down to a crawl. When you consider the A100's a 32-bit machine, this is pretty pos-paw. Still, one of the outdoor sections' redeeming features — of the few there are — is that, after completing most of them, you reach the indoor levels, where matters improve considerably. With a limited supply of ammunition and a not considerably generous allocation of energy, the objective is to negotiate various rooms and corridors to either get through to the other side of

If the electricity to the fences wasn't switched off our hero could be barbecued in a second!



Follow the lights to reach the exit in one piece.

The landmine isn't going to be much use in that sandy condition.

## Egg candy

No, not candy made from eggs. These are chocolate eggs with a miniature model of a dinosaur inside and actual potential content! The eggs are shaped just like the ones in the movie. (Bigger chocolate eggs made from real eggs with candy and a special message, that's fun.)

## Cards

The Topps company have some marvellous products around — available from newsagents everywhere. Take these collectible cards, for example. With scenes from the movie and exclusive paintings of all the dinosaurs they're great to collect and swap.

## Stationery

Also available from the usual high street stores is some great stationery. Available simply and in contained packs, you can get pens, pencils, note pads and sketch books. An ideal present for your friends.



## THE REVIEW SECTION



the complex or perform an action. This would be especially easy (not to mention boring) if not for the Raptors. Attacks from these drain energy at an alarming rate but a few well-placed shots usually finish them off.

With silky-smooth graphics and a wonderful (if eventually irritating) action-linked soundtrack, these levels are particularly playable, and are easily Jurassic Park's finest hour. They become a bit tedious when you get lost and end up walking around in circles, but hey — if you don't pay attention and go in the right direction, you deserve whatever you get.

I suppose a summary up'n is in order. Basically... oh, and fi, I can't be bothered. I'm going to repeat all this in the ratings box anyway, so just skip over to that and read that instead. I'll just leave you with this choice morsel of information — that hasn't been used in a review before, honest — which is... try before you buy. You know it makes sense...

JAMES

63%

The presentation and introduction screens are beautifully animated and packed with atmosphere. You could almost be inside Jurassic Park!



Quick! Get that Pterodactyl before he does something nasty on your head!



Awes, ain't that cute? A lovely Stegosaurus having its lunch.



TYPE:	SHOOT-'EM-UP
COMPATIBILITY:	ATARI/AA00
NO. OF DISKS:	6
MEMORY:	2 MB
HD INSTALL:	NO
PLAYERS:	1
LEVELS:	17
CONTROLS:	JOY
EXTEND:	PAUSE/NO
RELIFE:	NOT NOW

## GRAPHICS

88% This is where Jurassic Park really excels. The interior sequences are flippin' marvelous, pty about outdoors.

## SOUND

85% A superb soundtrack adds atmosphere, changing as the Raptors stalk you. Sound FX are cool too.

## PLAYABILITY

68% Sadly lacking, it's not a difficult game to complete and the outdoor sections will soon annoy you. So...

## STABILITY

58% There's not much of this stuff. The indoor sections will put you back, though. They're gripping!

## OVERALL

69% It could have been so much better, yet it's a decent game. The outdoor sections will soon annoy you. So...



Eagle  
Software

**Abstract**

2011 03 01 09:51

**Abstract**

**Abstract**

118a Palmers Road  
New Southgate  
LONDON N11 1SL

[illegible]

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 2. **Background**  
 3. **Methodology**  
 4. **Results**  
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These nasty boys just don't have any respect for people's property. Look at the state of this car now!

I wonder: 'Gosh, I can see right up Chun-Li's skirt from here!'

• PRODUCER: KIXX XL • AUTHOR: US GOLD • PRICE: £16.99

# STREET FIGHTER

**Already? Seems like only yesterday we were reviewing Street Fighter 2 as a full-pricer. Still, has the test of time been kind? And is a price-point of £16.99 really a bargain?**



**S**treet Fighter 2 on the Super Nintendo is easily one of the best arcade conversions ever. It's also the most playable, intricate and absorbing beat-'em-up I've ever come across. Instead of featuring faceless (pajama-clad) fighters like in, say, (X-1) right competition (beware in the Turbo edition!) can be chosen from, each having distinctive appearances, fighting styles and special moves.

Every character has specific strengths and weaknesses; for example, Chun-Li can outpace and floor it Honda with ease, but, against Ryu and his Dragon Punches, she's dogmeat. Conversely, Honda could wipe the floor with Rangel using his Hundred Hand Slap. To those unfamiliar with the game, this may sound a bit confusing. All this talk of special moves, abilities... once played, Street Fighter 2 makes sense, believe me. Everything slots into place like a jigsaw puzzle. Playing against the computer is almost as much fun as beating up a friend! — not something you

could say about many games, especially beat-'em-ups — while its slower learning curve ensures that, after months of play, new things are still there to be discovered, perfected...

## Back in the real world...

Still, this doesn't mean much to Amiga owners, does it? I reckon less than three percent of you lot out there own a SNES as well as an Amiga, so the last thing I should be writing is a glowing appraisal of a Capcom-produced Nintendo game. Or should I? Apparently, while developing 32X for the Amiga (its development team were given Super Nintendos and copies of the game to work from. The conversion was written,

released, became one of 1989's biggest sellers while the year had barely begun. The really bad thing is, it's just not Street Fighter 2. It looks similar, the characters are the same but no way does it play as it should. Obviously, the shift from a six-button joystick standard to one-button joystick control method meant the

programmers had to weed out certain moves, trim bits here and there... and that's precisely what the problem is. 32X wasn't designed to be played with one button, or two, even three for that matter. The 32X and arcade versions

allow clever strategies and move combinations to be used, most of which are infeasible to a particular player. The Amiga version? No way. It's just a normal beat-'em-up called Street Fighter

2. It's a bit on the slow side, some of the moves don't work occasionally due to the context-sensitivity used for close-quarters combat (throw and the like) and its colour scheme is best described as garish. Still, it's playable enough, available on budget, and could possibly be the biggest budget hit this year. I can think of far less deserving games and hey, it's good for laughs, just as long as no-one plays the arcade machine and gets funny ideas about being able to do the same things with the Amiga version. I can't see anyone being too disappointed. Good.

JAMES WILLIAMS 70%



**It's okay for a quick scrap now and again**

to have men faced off. All was still. "HABOOBIE!" boomed Ryu as he launched a dragon punch towards his opponent. "Hello Ryu," replied Ken amiably — then his face went red.

But! Being a recent convert to the Super Nintendo's Turbo version, playing Amiga 32X is a harrowing experience. It's okay for a quick scrap now and again I s'pose but with the likes of Body Blows, All Galaxy and Moral Wonder doing the rounds the 'budget' price of 15 quid is a bit steep. If you're a fanatic of Guile, Honda and company then buy yourself a SNES. If you already have the games mentioned earlier and desperately want another beat-'em-up to gather dust in the back of your cupboard, by all means rush out and grab a copy of Street Fighter II. Don't take that as a recommendation, however...

KEN WILLIAMS 60%

**Its colour scheme is best described as garish**





"Ripin' hard! I bet that's going to smart in the morning."



"Here are you Ken? 'Oh, I'm not to bad today — thanks very much for asking like Ryu!"

"Get off me your great cat! I haven't had chance to put my flats up yet!"

# FIGHTER 2



"Is it a bird? Is it a plane? No it's flying fat man — he's so dashing!"



"You don't scare me with your flashy fire looks... stuch! That dam well hurt that old. You should be more careful — you could have someone's eye out with those things!"



"Rash the barrels for bonus points. They don't give you any advantage — only a mega score."



"Fighting in Las Vegas is great! After the three rounds they can battle it out at roulette or poker!"



STYLE	BEST 'EM-UP
COMPATIBILITY	ALL AMIGAS
NO. OF DISKS	1
MEMORY	1 MB
NO INSTALL	NO
PLAYERS	2
LEVELS	7 BUILT LEVELS TO SELECT
CONTINUOUS	3
EXTRAS	SPECIAL MOVES
RELEASE	OUT NOW

## GRAPHICS

61%

Artful colour scheme and sketchy-looking sprites and backgrounds — it far out from other versions.

## SOUND

58%

Average tunes. Most of the speech samples are in there, but mysteriously higher pitched.

## PLAYABILITY

70%

Well... y'know how it is with beat-'em-ups. You can sit down, wangle the joystick and not have to think too hard.

## LASTABILITY

69%

It's tricky as the higher skill levels — there's no denying that — and the two-player option is, as per usual, a godsend.

## OVERALL

65%

An original title worthy of much praise and... oops, wrong game! It's not the best, but it's a classic. 10% off for not playing two players.



## THE REVIEW SECTION

What is the secret of Monkey Island? Why is the Milka cow lilac? How many Smarties go around the underground?



Only one of these questions deserves an answer...



To progress into the adventure it's a good idea to talk to all the characters you come across.



The graphics look a bit rough in places

**P**irates, eh? When I was at primary school, no-one played pirate games. Thing is, who wants to aspire to be tramp-like in appearance, half-dead from vitamin deficiency and smell of urine? Just me, that's for sure. I mean, pirates are as about as much fun as the Milky Bar Kid. Then there's Monkey Island, where this guy called Guybrush wants to be one... (schlager from stage left)

Oh, so you mean it's not real, then? It's only a computer game? Best thing you'll be taking me is that Tony didn't really kill Garp's wife and kids — they were just pretending.

Sorry, I hate writing comments. There's never enough room to go into detail and say what you want to. This is actually being written on Christmas Eve, and all I can think of is just how many presents I've still got to buy. Oh yes, Monkey Island isn't bad at all. The graphics look a bit rough in places, the disk according to its big a pain as always and the fact it costs £14.99 is, quite frankly, outrageous, but I reckon it's easily one of the point 'n' click genre's finest hours, so to speak.

JAMES

88%

# THE SECRET OF MONKEY

• PRODUCER: KIXX XL • AUTHOR: LUCAS ARTS • PRICE: £16.99

**I**f there's one thing that gets thoroughly on my wick it's chaffier adventures. They take themselves too seriously and, to make matters worse, you get loads of anachronistic, spotty types claiming there's nothing socially retarded about typing out conversations with imaginary people for boring, pre-cooked responses — go figure. Willard's wrong with a few graphics or, heaven forbid, a spot of sound.

If you haven't twigged yet, The Secret of Monkey Island's an adventure. Asaugh! So what is it this time? Knight's, wizard's... ah, pirates.

Lord take me now!

The hero's a young and carefree type by the name of Guybrush Threepwood (BT) with aspirations to sail the seven seas and generally buckle loose. What a turnip! Get yourself a steady job, wife, three mortgages and 200 kids — that's what my old gran used to say. Before they locked her up, that is. Anyway where was I... here... erms, pirates, oh yeah!



Each location is packed with detail and must be carefully explored to discover all the hidden objects. The more navy you are the more you will find!

**HOT FROM THE CASTING COUCH...**

They're not all nasty, these pirate types. One fellow's quite friendly — he drinks beer, smokes pipes and his butt's good for a laugh 'n' all.



If you can't mock the afflicted what can you do? Take up computer journalism, perhaps?

Guybrush arrives on the island of Mêlée, noted hang out for sundy sea-dogs of ill-repute, to pursue his ambition.

Thankfully there's no keyboard typing to be done, everything's point-and-click as you move Guybrush around and manipulate objects over mouse. These sort of games have always been a bit hit-and-miss with the right balance of puzzle difficulty having eluded all too many in the past — so here does Monkey Island fare? Pretty good, actually! Its clues are just tricky enough to keep your brain in gear without falling into the trap of over-obscure, passed off by too many games as challenge.

The gags are a welcome fill

Barrel 'n rum, anyone?

While Monkey Island's graphics aren't quite as impressive now as when it originally came out, they still pack in loads of charm and atmosphere. TSOA's hottest asset,

however, is its inimitable sense of humour. Even the most hardened of miserablistes will be hard pushed to stifle their chuckles all the way through (the fight scene in the governor's mansion is hilarious) but at no point do the gags attempt to cover up flawed gameplay — they're a welcome fill and integral to the game's feel, without detracting in any way from other





Monkey Island's a great game, packed with humorous situations and wonderful graphics.



STYLE	GRAPHIC ADVENTURE
COMPATIBILITY	ALL AMIGAS
NO. OF DISKS	4
MEMORY	1 MEG
NO. INSTALL	YES
PLAYERS	1
LEVELS	N/A
CONTROLS	N/A
EXTRAS	SAVE GAME
RELEASE	OCT NOV

## GRAPHICS

85%

Atmospheric cartoon-style backgrounds and convincing acting in the main characters.

## SOUND

70%

Humane into theme, but in-game sound is sparse and only so-so at best.

## PLAYABILITY

90%

Insanely engaging with good "taster" puzzles to get you started. You'll be hooked right away.

## LASTABILITY

89%

There's plenty to keep you going without hanging too much on your plate at any one time.

## OVERALL

88%

A top class game with enough to keep any but the most die-hard of critics engaged for the duration.

# ISLAND

elements. Only access time can be annoying during long sessions, but with only four disks (only 4 had several playing without a hard drive isn't as much of a chore as it could be).

Navigation is further eased by the well thought-out location. They don't "reset," so walking back and forth is thankfully more of a stroll than a hike. There aren't as many locations in the game as some might hope but this actually boosts playability, with logical thought and puzzling given priority over prolonged wandering.

Yep, I like it! It's fun, funny, challenging, addictive. Perhaps not all that cheap considering it was only £24.99 at full price (and years back, at that — Jamed) but who gives a toss when you're getting so much for your money? Hey wow — adventures really are cool... um, somewhat!

87%



Breathe, mint, a shirt and a staple remover. What on earth can Guybrush do with those!!



Using the island map you can move from one location to another instantly. That'll save the shoe leather!



sword fighting is an essential part of any pirate's life so our hero must become a dab hand with his weapons.

She may look like a weak and feeble girl, but don't let

Learn to wield your cutlass like a man with a few lessons

Phew! She's a lot of a





## THE REVIEW SECTION

It's a tough place, Arabia. They may look like prannies, poncing about in their silly red hats with black dangly things but don't be fooled. They're as nasty as a beehee in your underpants.



# ARABIAN NIGHTS



• PRODUCER: BUZZ • AUTHOR: KRISALIS • PRICE: \$14.99

**W**hen I've always been great rates, me and Sinbad the Sailor. How I finished to his adventures. I showed as he play the sword-wielding skeletons, I covered my eyes as he bowed the stormy seas, I sighed as he begged the beautiful belly dancers. But time waits for no man. And so it came to pass that Sinbad got too old for all that heroic business, retiring to the quiet life in Baghdad's home for baggy-troated adventures.

All was quiet on the swordbacking front for a while and, eventually, I taught sailor in my Amiga. Then, one day, a fellow showed up. There was something about his curly shoes, his carved sword, the sheer size of his trousers! Really this interloper introduced himself as Sinbad II. Unconvinced as I was, the party capt offered proof of his adventuring prowess with a trip through Arabian Nights — a chronicle of his first quest voiced on floppy disks. Certainly there was action, puzzle solving and all manner of courageous antics. Clearly there was more to this fresh-faced young lad than met the eye. As the quest progressed we became firm friends, reliving those old glories but, as with all good things, the saga drew to a close. There just aren't the adventures around these days for such a hero and young Sinbad got a job quantity surveying in Hereford.

## Nights of old

Life calmed down once more until I received word of a CD quest that might suit the little hero. Swiftly I got on the blower and within twenty minutes

Sinbad arrived on the AMIGA FORCE doorstep. Without further ado we headed into the unknown.

"This all looks a bit familiar," remarked Sinbad as we found ourselves in a barren old. "You're not kidding..." I replied, taking a key from an old chest in the corner. "...and how did I know that was in there?"

Then it clicked. "It's a CD re-release of the other game!" we cried in unison. "It all looks the same to me!" moaned Sinbad. "Where's the enhancements, you know, parallax backgrounds, FX, sampled speech, all that stuff? It's exactly the bloody same!"

I had to agree. "I see they've left those stupid shoot-em-up levels in as well," I noted with annoyance.

"Now, agreed Sinbad, I remember being stuck at five on those before and let's face it — puzzles and mazes are what this game's about. They just don't fit in." After a while in thought I suffered. "It only costs 15 quid and it is a fun little game. I can't really say it."

"True," retorted Sinbad solemnly. "But let's hope the CDQ doesn't just become a medium for countless drought-tolerant ports, all like watching England at Wimbledon — the surroundings deserve so much more than the occasion serves up."

He had a point.

This all looks a bit familiar!

SCUM 75%



It's good to see cheap and cheerful software available for the CDQ, but we couldn't fault it with some more impressive titles.



STYLE	ARCADE ADVENTURE
COMPLEXITY	CDQ
NO. OF DISKS	1 CD
MEMORY	N/A
NO INSTALL	N/A
PLAYERS	1
LEVELS	1075
CONTENTS	5
EXTRAS	MUSIC TEST
RELEASE	OUT NOW

## GRAPHICS

80%

Cute and cuddly with smooth scrolling but nothing to send you go-go.

## SOUND

74%

Standard FX and chattering tones. Again nothing stands out — they're no more than functional.

## PLAYABILITY

85%

Jolly and playable. Good difficulty curve gets you started without any hassles.

## LASTABILITY

80%

It's big and gets progressively tougher. Expect a good few weeks worth of entertainment.

## OVERALL

75%

A straight port of the 16-bit game, fun for all the family but not one to show off your CDQ2 capabilities.







## THE REVIEW SECTION



One of Lotus' few flaws is that the one-player game only uses half the screen.



Lotus 2's better-looking all three games, but doesn't quite have the playability of the first...

**Three of the best-selling racing games of recent years in one package. Rev that engine and fasten your seat belt...**



Oh Lotus, it's not exactly what you'd describe as 'the joker in the pack', but Lotus 2 isn't terribly good...



# LOTUS TRILO

- PRODUCER: GREMLIN
- AUTHOR: VARIOUS
- PRICE: £29.99

**A**ll three of Gremlin's Lotus trilogy in one compilation — sounds like a bargain, right? Not quite. I'll tell you why...

Lotus Turb Challenge was released... oh, ages ago I can't be bothered to check when to match critical acclaim. An into-the-screen racer with superb cosmetics, its speedy graphics and intense playability made it the best arcade style drive-'em-up on the market at the time, and it's still very much a classic today. The thing that really brings Challenge forth from the crowd is its two-player mode. The screen is split into two distinctive halves, with each player viewing the track through a smallish (but sufficiently large) window; in one-player mode, the bottom window is defunct. Each race is set on a different and gradually more hazardous track. Twenty cars compete on each course, with the eventual winner claiming top points while nine others receive smaller amounts and the final ten get none. Thing is, each race is part of a championship, but finish out of the points and it's game over — in two-player mode, this only applies if both human drivers don't rank highly enough.

Lotus 2 is — in some ways — more of the same, but with a few improvements and a slight 'direction' change. Whereas in Lotus 1 computer cars are there to beat and, basically, have to be, in Lotus 2 they're merely a hindrance — the 'challenger' being to reach checkpoints and subsequently the finish line before a time limit has elapsed. The graphics are an improvement over its predecessor, the one-player mode takes up the entire screen,

there's more variation in the track designs... but it's not half as good. In two-player mode it's excellent, but solo entertainment is reduced by the limited challenge of the clock.

## Crashed and burned

Finally, Lotus 3 isn't all it should be. It's essentially Lotus 2 and 3 combined, though shamefully not as good as either.

Graphically it's not anywhere near as accomplished — the screen updates a lot more ragged, for example. Steering is mind-blowingly smooth if your counterparts manage to move, it seems. Unfortunately that is should almost jolt along at times. Still, there are a fair number of options to choose from, including whether to race against the clock or other competitors, the obligatory two-player option (couldn't omit that, could they?) and a course designer. Yup, Lotus 3's big hook is that you can make your own tracks,

giving almost endless variety. Sadly, it's not a designer in the 'true' sense of the word, or so I see it — you only choose how many bends, hills, obstacles and all that sort of stuff there are. A mode is given so you can re-race on 'your' track at any time and... well, it's all a bit crap, really. Still, Lotus 3's enjoyable enough — and certainly well presented — but

**Does Lotus Trilogy present good VFM? Sadly, no.**



Lotus is French for 'go-ast art lots of lead "ill you're sick". And it's the king — ee, queen, of England. Honest.





### Not a bad package — the first two games are good

**C**ompile! All the Lotus games in one beautiful big black box. It's only when you play one game after another that you realize the drawbacks. It all starts with Lotus Expert Turbo Challenge with its slightly dodgy graphics but superb competitive racing gameplay. One of the few glitches in the game is the fact that, even in one-player mode, you have the annoying split screen during the race. The second game in the trilogy, Turbo Challenge 2 doesn't have this irritating glitch, but at the graphics have been improved upon and you, its one-player mode utilizes the full screen display. But alas, what is this in presentation it lacks in gameplay. Instead of the much better competitive racing we got pole position, in this game you're against the clock. Topping up your time as you pass each checkpoint.

The biggest disappointment of the lot, though, is Lotus 4 which tries to combine the good points of its predecessors. Although its presentation's nice, unfortunately its gameplay is awkward and really doesn't inspire you to play for long. So, there you have it. It's not a bad package — the first two games are good racing sims but the third falls slightly on the wayward side. The Lotus Trilogy is ideal for anybody who likes to get stuck into a good racing sim.

**ROB** **83%**

It's a green Lotus. Wooo. It's slower than the others, though.



The red one! Cool car. Just look at that acceleration graph gal!



The Lotus Elex oh? I bet it couldn't beat a Suzuki Swift 1.800 in a race!



STYLE	COMPILATION
COMPATIBILITY	ALL AMIGAS
NO. OF DISCS	4
MEMORY	1 MB
HD INSTALL	NO
PLAYERS	1/2
LEVELS	N/A
CONTROLS	N/A
EDUCAS. COMPUTER LINGUISTICS, BASIC SKILLS	NO
RELEASE	BUT NOW

## GRAPHICS

Excellent on the first two with fast scrolling and detailed cars and scenery, not bad on the third.

**89%**

## SOUND

A wide variety of tracks to both drive along and listen to! Tracks select on Lotus 1 and 2.

**85%**

## PLAYABILITY

Instantly appealing, and consistently so against a friend. The two-player mode are simply superb.

**88%**

## LASTABILITY

Lots of tracks make for long-term entertainment and there really are loads of 'em...

**84%**

The first two Lotus games are superb, the third... it's not terrible, just not as playable. Buy Lotus 1 and 2 on budget instead.

## OVERALL

**82%**

# TRIOLOGY

It doesn't compare favourably with the first two.

So what's the beef, then? Does The Lotus Trilogy present good VFM? Sadly, no. When you consider that both Lotus 1 and 2 are available on

budget — you could get the both of them for under £20 — and the flawed Lotus 3 is arguably no improvement over either, wouldn't it be wiser to buy the two that count, leave the rest of the cash and put it towards something more worthy? Like, perhaps you could send it to me! Look, you know our address. I'll even send you a note saying 'ta, matey' or something. Now you can't say fairer than that, can you...



And the roads at home are really like that, eh?



PLAY PLAY

Pretty intro screens adorn each level start.

Play that, in Lotus 3, you have to play THIS after them. Great.



**JAMES** **80%**



## THE REVIEW SECTION

JOHN BARNES  
EUROPEAN FOOTBALL

• PRODUCER: KRYSALIS • AUTHOR: IN HOUSE • PRICE: £14.99

We sit, huddled, praying for CD32 software... and receive an old soccer game. Still, it's got John Barnes in it and doesn't cost much...



Time for a substitution.  
Who's up next?

In football games, the idea is to score loads of goals. No really, it is. Goals are traditionally achieved by moving (or passing) to a player within shooting distance of an opposing team's goal mouth. The downfall of many soccer games is that scoring is only possible from "sweet spots" — chosen positions that CPU-controlled "beggars" fail to recognize as a threat. Usually, the opposing team also does the impossible and scores from seemingly any angle — a phenomenon unexplained but probably something to do with your goalkeeper being crap, or something. Then there's *Realistic Soccer*. Goal! and, grudgingly, the two Kick Off games that actually do allow you to play a more life-like game of soccer, where almost any shooting angle can result in a goal.

Being a bit of a sad case when it comes to football games (I can't stop playing them), I volunteered to review *John Barnes European Soccer* and, in some ways, I'm glad I did — it's been an unusual experience. Never before have I played a footy game for an hour without scoring, let alone sat down to review one under the circumstances. I tried almost every angle, every conceivable sweet spot... to no avail. The computer manages it, because it's got the whole thing sussed — it's all a matter of feeding the goalkeepers. Take a shot at goal and the keeper's reaction is near instantaneous and oh-so-accurate. However, should somebody kick the ball in his direction and it get blocked by another player, he still makes a dive, leaving an open goal for all and his dog to score while the goalie darts himself off. This is what the computer does, but what I manage not to.

## Long ball tactics

Another flaw is an absence of any serviceable "pass" movement. You can hoof the ball down the pitch till the cows come home (or Barnes if you're a Middlesbrough fan) but more often than not there's no team member there to pick it up. Tackling is easy —

simply walk into the opposing player or, if you fancy conceding a penalty, there's a poorly-defined slide tackle. Wonderful. *John Barnes European Soccer* could have been a fun kick around with better playtesting and tweaking, but it's the sort of game that, if I were a lesser reviewer, I'd associate openly with a cliché involving parrots, in particular sick ones. As budget soccer games go... well, I've seen worse, let's put it that way.

Hang on, this is a CD32 game, isn't it? I can't finish the review without mentioning something about "unused capabilities," doesn't push the machine" and "it's the same as the bloody 16-bit version" — you know the score. So do I for that matter. It's like *Sixteen with England* on a pitiful nil. It's strange that an Amiga football game should be based around John Barnes, surely the most frequently-injured player in English football, but hey — that's licensing for you.

JOHN BARNES  
European Football

STYLE	SPORT
COMPATIBILITY	CD32
NO. OF DISKS	1 CD
MEMORY	N/A
ON INSTALL	N/A
PLAYERS	1-2
LEVELS	N/A
CONTROLS	N/A
EXTRAS	TOURNAMENT, INDIVIDUAL OR TEAM CONTROL

RELEASE: OUT NOW

## GRAPHICS

78% Fairly well-defined sprites and pitch, but sparse presentation — and no 3D!11 bit!

## SOUND

60% Pardon? It's sure there must have been some sound, but as I can't recall it, it can't have been that good...

## PLAYABILITY

46% Infinitesimal, under-playtested and awkward... oh, and scoring goals is near impossible.

## LASTABILITY

65% Strangely, this is where CD32 wins out. It's challenging, for those patient enough to stick with it.

## OVERALL

50% In the USA, they're starting a full-time soccer league and sponsoring the goal for higher scores of cash awards than their point...



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# SPEEDB

• PRODUCER: KIXX • AUTHOR: THE BITMAP BROTHERS • PRICE: \$9.99

Kick the ref senseless, smash the ball boy in the mouth and duff up the opposing goalkeeper. Are future sports cool or what?



GOODAAA  
AAAA!  
That's 1-0  
to blue  
team...  
or is it  
the reds?  
Oh, who  
cares?  
Just  
gavin  
with the  
game.



If this were real I'd sure go in 'tough to Speedball' — an indictment of civilization's decline in moral standing mirroring the fall of Rome into decay and debauchery? Or simply an observation of society's downward spiral from an independent viewpoint, perhaps?

Yeah, head-punching — that's what it's all about. Imagine a future in which no one goes down to the "traditional" footy of a current Saturday afternoon. Speedball's where it's at — a game with no rules. The idea's to score points in (almost) any which way you like. Most are scored by throwing the ball into the opposition's goal (situated at each end of the arena) or by hitting special point boosters.

Teams can be increased by gaining control of two point multipliers, situated adjacent to each other on the wall halfway along the pitch. Throw the ball through once and all.



**This Bitmaps bargain's worth its weight in gold!**

Like Speedball 2, too. It's infuriating, addictive, challenging, looks great and has a two-player option. What more could you expect from a game? Its only real rival in its field is the gory Brutal Sports Football — which, admittedly, I prefer as it's got more blood and rabbits in — but for a budget price, this Bitmaps bargain's worth its weight in gold. Possibly its most impressive aspect is that individual players are individuals, improving as time passes (and rock is spent), so it's always a fun when a star comes forward gets stretched off. Still, I don't let it get me down as my darling's right by my window, so I can lean out and vent a little frustration by throwing rocks at passing tourists.

You too, too enjoy Speedball 2 as much as I do. I advise you bubble off to the shops right now and buy it — it's class.

**88%**  
JAMES CUNY

**Head punching — that's what it's all about!**

Further scores are increased by 50%, to a second time and the boost goes up to 100%. If the other side gain control, it's possible to throw the ball at it to cancel the bonus, the opposite also applies. Additional points are gained for inflicting serious injuries on opposing players. Each player has an injury meter which depletes each time he's hit. Coins and icons appear randomly on the playfield.

Coins are spent on team improvements between matches while in-game icons have a number of functions. — some temporarily reverse an opponent's joystick during a two-player game, some teleport the ball straight to your centre forward, but my personal fave decays the centre opposing team.

## Brutal sports

Two player games are available with matches taking place over two legs, but there's also a whole host of one player options.

## HANDY ICONS



Shoes: Increase players aggression.



Foot: Collect for extra speed.



Bottle: Breaks the old stamina.



Chest plate: More large resistance.



## BALL 2



The team — what an ugly bunch of beasts, eh? Squash-jawed, high hairlined changes to a man.



Back to back they faced each other, drew their swords and shot each other. C'mon — what can I say!

The one-player game puts you in control of "Brutal Deluxe" — the worst team in Speedball history, kind of like a 21st century West Branch Millers, from here you can play a knockout competition playing against progressively tougher teams 'til you lose. There's also a cup option played over four two leg rounds but the main challenge is in the full league. In this, Deluxe begins its division two with their eventual aim being to win promotion and go for the title. Should you prefer you can elect to manage the team, buy and sell players and let the computer handle events on the pitch. Now, hang on a sec...

... Ah, crash rap another ten minutes later, I'll finish the review in a second... had Scott that ya funk with! What makes Speedball 2 so addictive is its frantic pace. It's full-on from start to finish with hardly a



Did you know Shakespeare had a vocabulary of around 17000 words? The average these days is about 11000 — cor!

moment to breathe. This doesn't mean it's a no-fun-free-for-all, skillful passing, manipulation of on-court devices and, most importantly, gaining control of the points multiplier call for a measure of method amid the manic madness.

I must say the management option's a bit pointless, though. The fun's in the game and its challenge will keep solo speedsters happy for ages. With this in mind, the superb two-player mode just serves as the icing on the cake and provides a great alternative to Bravado Soccer for head-to-head action. Speedball 2's a not-to-be-missed experience at an accessible price.

50 MILES AN HOUR 90%



STYLE	SPORT
COMPATIBILITY	AMIGAOS
NO. OF DISKS	1
MEMORY	512K
NO INSTALL	NO
PLAYERS	2
LEVELS	N/A
CONTINUOUS	NO
EXTEND	NO
RELEASE	OCT NOV

## GRAPHICS

Recognisably Bitmap Bros' with smooth scrolling and a superb metallic sheen.

90%

## SOUND

Good samples add atmosphere with jarring cries as players cluster into each other.

88%

## PLAYABILITY

Non-stop action right up to the final whistle with plenty of bonuses to keep up interest.

92%

## LASTABILITY

The computer offers a considerable challenge and the two-player option gives serious extra appeal.

89%

Arguably the best two-player this side of Bravado Soccer and right royal never to boot.

## OVERALL

89%

## TO HELP YOU WIN!



Gloves: Improve throw accuracy.



Power Glove: Stronger throws.



Helmet: Increases player intelligence.



Shoulder Pad: Boasts strength.



## THE REVIEW SECTION



What's small, pink, and hangs out your underpants? Your mum.



Look, sorry, but how do you introduce one of the best strategy games ever, now on re-release?

There are strategy games, and then there's *Laser Squad*. Despite its mere five missions, awful graphics and mediocre in-game music — which, thankfully, can be turned off — it's easily one of the most computer war games ever. Here's how it works...

Each scenario begins after equipping relevant team members with armor and weapons, from a fairly impressive selection. Deployment follows, with the player being able to place troops in certain areas, depending on the selected mission. Following this is the 'action', so to speak, where turns

are taken to move characters and perform various actions.

Sounds like standard stuff so far, right? *Laser Squad*'s bare bones are traditional strategy game material, but it's features such as line of sight, the 'action points' system and an instructive control method that make it something special. Like real-life vision, if a character isn't facing in the general direction of something, he can't see it. Similarly, walls obscure vision. Obviously, blinking out over half the screen would make the viewing window messy and unpleasant to the eye, so basic scenery is always displayed. If a character peers through a window any visible objects or hostile forces can be seen, while blowing up a wall, logically, exposes anyone (or anything) hiding behind it.

### About time, too

The action points system isn't a new one, having been designed by *Laser Squad*'s developers many moons ago and used in a few noteworthy 8-bit titles, in classic board game style, sides take turns to move. Each character has an allocated amount of points, depending on individual statistics, the weight of objects held and their current health status. Deity available action costs a

In two-player mode, it's one of the best games ever



The first mission, The Assembly, isn't only the easiest, it's arguably the most enjoyable; almost everything can be blown up...

certain amount of points — opening a door may take five, while picking up an object could need seven. Obviously, careful thinking's required lest troops be left stranded in a vulnerable position with no points remaining, sure, firing three Heavy Laser shots takes three, but if you have to lead the thing first, there are approximately eight other points to be spent as well.

*Squad*'s control method's pretty good, too. Selected troops can be rotated, moved forward, backward... but all at a cost, remember. With no-one



Possibly the least interesting shot this issue — nice one, Rob, while always hiding in toilets isn't advised.





# ERAD



Woah! A shot with troops in. Basically, they're a shooting bunch, even if they do look a bit 'spectacular'.



Some walls. Plants. Trees. I wonder what kind of game Laser Squad troops enter? Hm...

selected, moving the joystick scrolls the level map around, allowing you to see where your troops are, and have a bit of a nose around. Gunfights are just as easily controlled, though far more thought — this is where Laser Squad's RPG down-to-the-dice throw learnings come into play. After selecting 'fire' from the appropriate menu, the screen blacks out everything but solid enemy and characters. Moving the cursor to the required target's all very fine and well, but if the cheaper 'snap shot' are chosen in favour of the more expensive aimed shots, there's a far bigger chance of a miss.

This is a floor — but onto those pressing matters. The next chapter involves a toilet so, predictably, there's a joke about poos. We're sorry. Really.

Heh heh. It's a bog. And... AW! GO! RUN AWAY! IT'S HURRY!



We're not sure what these blacks are, but they explode if hit by the more powerful firearms.

Windows can be seen through, indeed, used to snipe from — in fact, they're a real tactical gem...

This area of the status bar, not surprisingly, displays what object it being used (if any) in that square. If it's a live grenade, get running.

Sadly, you can't stop for a bit — all injuries last the mission's duration.

JAMES 92%



STYLE	STRATEGY
COMPATIBILITY	ALL AMIGAS
NO. OF DISCS	1
MEMORY	512K
NO. INSTALL	NO
PLAYERS	1-2
LEVELS	5
CONTINUES	NONE
EXTRAS	SKILL LEVELS, SAVE GAME
RELEASE	BUT NOW

## GRAPHICS

42% Awful. To say they're 'visually functional' would be the understatement of the month.

## SOUND

53% Basic sound effects. Singsome tune makes Radio One FM seem like pleasurable listening.

## PLAYABILITY

90% Superbly designed and a joy to play. Who says strategy games can't be simplistic and fun?

## LASTABILITY

93% Many skill levels for one player to their own, but it's Squad's two-player mode that really excels.

## OVERALL

93% One of the best strategy games ever — despite terrible presentation, graphics and sound, it's a game even ardent academics will enjoy.



## THE REVIEW SECTION

PRODUCER: CODEMASTERS • AUTHOR: THE OLIVER TWINS • PRICE: £29.99

## FANTASTIC DIZZY



He's appeared in more Amiga games than any other character, he wears dinky little red boots and will easily crack under stress. Who is he? Who cares?



Har, har me hearties. That be a little egg chattering to a big, bad pirate!



An manner of amusing cartoonish scenes

I like my eggs poached gently in a frying pan of water for about ten minutes, served on lightly toasted bread and spiced with white pepper — *Mmm!* I certainly don't like my eggs running round the bloody place collecting things and getting into all sorts of scrapes. Call me old-fashioned but I think they should sit in their little containers and do nothing else other than taste nice with ones. But I suppose there's very little you can do when the egg in question calls himself Dizzy and becomes a local hero. For anyone who's heard of Dizzy, but never played the games, *Fantastic Dizzy* will be a brilliant new experience full of puzzles and platforms that will excite you for ages. Those familiar with the other Amiga Dizzy games will still find this fun to play but might recognise many of the elements.

In *Fantastic Dizzy* the graphics are colorful, fun and really add to the games' cool image with all manner of amusing cartoonish scenes. Much adds another fun element to the game with many a bubbly tune playing in the background as the egggy lad hops, skips and jumps through the adventure. *Fantastic Dizzy* is lots of fun for fans of puzzles and chicken things in tests.

ROB 84%

Oh dam and flip! Dizzy is here again in another crazy adventure, so hide your egg mayo sandwiches and put your puzzling head on. *Fantastic Dizzy* is the little egg's biggest adventure yet and incorporates ideas from many of the earlier Amiga outings.

This adventure was originally created for the console, starting out on the Nintendo Entertainment System and then being converted to the Sega Mega Drive. With console games selling for up to £50! Codemasters couldn't create just another Dizzy adventure. They had to incorporate extra elements to make the game worth buying. And now, ironically, it's been converted back onto the Amiga again!

Thanks to those dodgy Nintendo and Sega consoles we now have the definitive Dizzy adventure. It's set in the land of Zerkia — a magical kingdom ruled by the evil wizard Zaki. This nasty piece of work has put a spell on all the creatures in the kingdom, turning snails and butterflies into potential killers and rendering all Dizzy's friends and neighbours, known as the Yolk Folk, helpless. The last even imprisoned Dizzy's girlfriend Daisy in his

castle — for a laugh!

In this kingdom there's the Yolk Folk's free house village, a diamond mine, cloud castle, village, pirate ship and dragon's lair all ready to be explored. Objects are scattered around each section and can be picked up and used in other locations. Only three items can be held at a time though so quick decisions have to be made regarding what to keep and what to drop. Around every corner there's a new character for Dizzy to chat to. Shame the leprechaun, Blackheart the pirate and Theo the good wizard are just a selection. They all need some puzzle solving or task completing to get them on Dizzy's side.

## You must be yolkling!

The basic levels of *Fantastic Dizzy* are pretty much like any other Dizzy game, from Treasure Island through to Prince of the Yolkfolk. It's the sub-games and their scale of the adventure that makes this stand out from the crowd. By exploring down the diamond mine Dizzy can jump into a mine cart and go for a ride through a maze of tracks, visit the troll castle and the game becomes a shoot-'em-up using a crossbow and get on the wrong side of Blackheart and Dizzy is made to walk the plank, then having to escape the murky depths by jumping from bubble to bubble.

And all this with only two lives! Yes that's right, Dizzy has only been blessed with two ready lives to complete this adventure. Luckily extra lives can be won by finding a sliding puzzle game with a picture of Dizzy and Theo on it. Rearrange the pieces and

Dizzy has only been blessed with two measly lives!

Pick up a plank, walk to the hole in the ground and use it as a catapult



The lifts down the mine refuse to work until this mad machine is repaired.

Stranded on a desert island without any discs to play, what will Dizzy do?





They will cast a magic spell duplicating the little egg.

Playing the game I couldn't help noticing all the neat touches that have been added to create a fun game (playing environment). As Dizzy strolls through each section and time passes by the sky gradually changes colour and it becomes night time — and if in the town you'll see the street lights come on!

Falling from a great height will make him sit dazed for a while and there's even an underwater animation for drowning — nice!

There's only one thing that stops Fantastic Dizzy being a gem of a cartoon adventure — the lack of any password or save game option. It'll take days to complete with all the unpredictable elements and having to start from scratch each time you die soon terrifies any additional qualities it might have had. The presentation is excellent, visually it's stunning and the music isn't as annoying as some games I could mention. Fantastic Dizzy's a great game and certainly provides a challenge for newcomers to the Dizzy series and experts alike. It's just a shame about the lack of passwords.



A rope is always handy for reaching those awkward platforms.



Cool backgrounds and amazing animation make Dizzy lots of fun.

Look too — the street lights have come on. That means it must be night time!



Complete the sliding puzzle game for an essential extra life.

NICK **88%**

## ALTERNATIVELY

**F**antastic Dizzy is basically a cocktail of other Dizzy adventures from the Amiga and 8-bit home computers. They're all covered in the Goodies feature over on page 56 but here's how to locate your own Fantastic Dizzy adventure from other releases...

### MINE CART RIDE



The mine cart ride in Fantastic Dizzy can also be found in the earlier game SpiritWorld Dizzy. Available on budget this is a cheaper alternative to the new adventure.



### BURRLE ESCAPE



When the merry plink makes Dizzy walk the plank he must escape the murky depths by swimming from bubble to bubble — exactly like the game Bubble Dizzy!



### TREHOUSE VILLAGES



Every Dizzy game ever has had a treacherous village section. Fantasy roofs — the village must more house a lot because they're all different!



STYLE	ADVENTURE
COMPATIBILITY	ALL AMIGAS
NO. OF DISKS	2
MEMORY	1 MB
NO INSTALL	NO
PLAYERS	1
LEVELS	MULTIPLE
CONTROLS	NONE
EXTRAS	MANY SUB GAMES
REUSABLE	BUT NOW

## GRAPHICS

A fun cartoon style with lots of colour and animation. Stick and professional.

**90%**

## SOUND

Jolly music with different tracks for each section. The sound effects aren't up to much.

**84%**

## PLAYABILITY

Dizzy games are simple to control but some sections will need some practice to complete.

**88%**

## LASTABILITY

Lots of puzzles and sub-games to play. The lack of a password system may try your patience though.

**89%**

## OVERALL

The greatest Dizzy game of all time. Cool graphics make it a joy to play. A password option would've made it unmissable.

**86%**



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It's not nice to step on people when they are on the floor.



# WWF EUROPEAN RAMPAGE TOUR



• PRODUCER: HIT SQUAD • AUTHOR: OCEAN • PRICE: £9.99



**Pretty make-up, nice hats and interesting hair-dos. Either this game's about a day out at Ascot races or those nice men of the WWF!**

**B** times! If there's one thing that makes me angry it's fat bullies in leathers that think they can just come up to you and throw you around the place for fun. Mind you, that's really what wrestling's all about so I shouldn't complain. In the latest WWF release from Hit Squad you can pick a tough wrestler and develop a varied selection of wrestling moves all from wiggling the joystick in a variety of different ways.

The idea of the game is to travel with the tag team throughout Europe, hopefully winning a series of gruelling tag team fights against ominous opponents with names like The Nasty Boys and Natural Disasters. The goal of the game is to reach the dreaded twosome affectionately known as the Legion of Doom featuring the hardest wrestlers in the game.

## All the right moves

It takes lots of skill to perform the moves that can render these mad men of Europe helpless. There's a selection of defensive moves such as blocking and running

away! If the other moves are bone-crunching attacks such as Arm Locks, Arm Twists, Elbowdrops, Dropkicks, Kneaps and Headlocks.

Unfortunately, the thing about WWF is that it doesn't live up to its toughness in gameplay and visuals. Everything about it seems weak and unimposed. Dirty games based on wrestling are never the most pleasing to play but this really takes the biscuit. Visually, the fighters are rather blocky and lack detail and colour leaving it a bit bland to look at. The all-important gameplay's a joke, working out some of the moves is near impossible to do, even after probably a couple of weeks solid playing of your brain cells (at that length).

The sound's game — or just plain rubbish, the odd bit of sampled speech is OK, but there's just not enough of it.

All in all the game in WWF European Rampage Tour might as well stop at home, save their energy and watch Sesame Street with their feet up — giving up — giving up — winning for good.

**££**  
The all-important gameplay's a joke

**BOB 43%**



This nice young man in a suit and tie looks like he's never been anywhere near a WWF ring in his life. Come on — get wrestling!



"Gaaa. Time for a quick rap before the fight. Did you set the alarm clock Mr. Kneable?"



It's the music! But why isn't he grooving with a ripped shirt?

"Doo, I think you pulled me in the eye there, you beast!"



STYLE	BEAT-EM-UP
COMPLEXITY	ALL AMIGAS
NO. OF DISKS	2
MEMORY	1 MB
NO INSTANT	1/2
PLAYING	1/2
LEARNING	1/4
CONTROLS	3
EXTRAS	NONE
RELEASE	OCT NOV

## GRAPHICS

**39%** Weak, and bland, not the sort of thing you'd expect in a wrestling game.

## SOUND

**41%** Nice sampled speech, boring music and very little of it.

## PLAYABILITY

**43%** Loads of moves to perfect but it's just as easy to win as lose throughout the game.

## LASTABILITY

**38%** Your arm will soon get tired of performing the moves and you'll get tired of the game before that!

Fans of the WWF wrestlers might enjoy a couple of games but they'll soon get bored — even at the £9.99 price tag!

## OVERALL

**40%**



## THE REVIEW SECTION



I'll let you into a secret. You see, when Miles came for his interview at Impact Magazine, he was asked to write a review of a game. That game was *Gunship*. Several months later while working for COMANDORE FORCE I got my mag. In case you hadn't heard I have reviewed *Gunship* again. And now...

Well, *Gunship* for the Amiga arrived in the office a few days ago, and faithfully we loaded it, sat back and watched. The first comment was "the game is the old version." Other remarks were aimed at its age — it is getting on a bit. *Gunship* is a bit of a classic, as simulations go, but why is it a Kixx XL game for everyone? Haven't they swung enough money out of it by now? In fact, hasn't it been re-released before at a normal budget price?

Sod it — I can't be bothered to write or read any more about *Gunship*, or any other over-priced budget game, for that matter.

**75% OFF**

- PRODUCER: KIXX XL
- AUTHOR: MICROPROSE
- PRICE: £12.99

# GUNS

In days of old there was much squabbling as to who would do what and when, until someone eventually came up with the idea of a rotor system. Later the same idea was applied to helicopters.



Take a gun, a ship and a sprig of basil, drop them all in a large cauldron and what do you get? First... a boat, a shooter and a bit of veg in a pot actually. How am I going to write this intro without using the word "shipper" — blaggar! The problem is it's a flight sim and therefore contains no plot, story or other interesting background to write on about. Since, let's start with the less and see what you actually get for ya money. Lid off, and... she — the manual.

A petite affair by Microprose's current standards but nevertheless crammed with more technical info than most could swallow in one go. The great thing is, most of it can be applied to the game. There's handy hints on strategy, enemy defensive tactics and tutorials on how to perform various flight manoeuvres such as autorotation — a really way of landing safely with no engines. There's there's profiles of the four regions of combat included in the game and all sorts of other guff besides.

Now, what else do we have in the magic box? Well there's one down with a tortoise if it's not a technical reference manual, a technical reference manual. A sort of condensed

version of the beginner's tutorial contained in the manual giving brief descriptions of all keyboard commands.

Next up, WAYHEY! Keyboard overlay! A600 owners are gonna have to remember all those controls though as only A500 and A1000 overlays are included.

Okay okay, now for the most important items, the floppies, please! Only one disk counts. Well at least swapping won't be a pain.

## Ops Document 101A, Mission Debrief

Past experience came back as it had to be as I took to the air. Previous assignments to units Spectrum and C&I appearing not far removed from the 16-bit incarnation with wire frame

dental and update primitive and slow respectively. Visual comparison to modern operational aircraft does not compare favourably but still the old soldier handles well enough to ward off the challenge of solid polygons and incoming multiple exterior views. Counter measures to more modern generic pre-requisites include effective random mission generator and rapid access time. No going waiting ten minutes while the drive buzzes away to itself only to be greeted with an "insert disk 14" message.

## What'll it be, skipper?

Actually a hot mix of coxa and crumpets sounds nice.

- Personality: inspect your pop damage
- Take off again immediately
- Peep and Refuel to go mission without repeat
- Leave your chopper and go to the mission



will it

Tell me about your mother, Oh, and look out for those nasty snab too.





# THE REVIEW SECTION

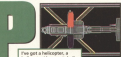


**PARA, COMBAT**

It's a relief to have a relief in view, a relief in view.



What's going on here? Hey — helicopters can't fly upside down! Miles must be one helluva pilot.



I've got a helicopter, a helicopter I have got. Hell, hell, hell, helicopter. You fat

# SHIP

As you'd expect, there are models to be won, tanks to be climbed and friendly supporters to noddle you if you screw up. Start off as a lowly sergeant and work your way up to Colonel. Four minutes of action are available ranging from picking off ill-equipped peasant fighters in Asia to battle-hardened Russians in Europe plus a gummy training range in the States.

In fact I could matter on for the rest of the review about features and stuff but where's the point? You've gotta remember Gunship started out eight years ago on the 8-bits and what were original and revolutionary ideas back then come as standard kit with modern sims. Still, it retains the playability that made it a classic. The problems, I suspect, will be for people to look beyond the shabby 8-bit today's standards/aesthetics. Even then it's not a game that'll appeal to everybody but anyone with an interest in flight simulators should definitely check it out.

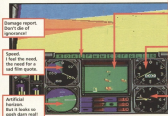
**STILL 75%**

"Yes, do you think this hat is really me?"  
"Chuckie, yeah, right, no he hat"



Congratulations, sergeant! Your performance during today's exercises was exceptional. The 1st Defense Service Medal.

Humay — humay again. Another day of laddy-banking's over. Anyone for a spot of tea?



Damage report. Don't die of ignorance!

Speed. I feel the need, the need for a red film quote.

Artificial horizon. But it looks so good damn neat!

Target display. A close up of the selected target.

Altimeter. How high are we? Hey, it's cool man, mm...

Rate of climb. Are we going up up up, or down dilly down?



TYPE	SIMULATION
COMPATIBILITY	ALL AMIGAS
NO. OF DISKS	1
MEMORY	1/2 MEG
HD INSTALL	NO
PLAYERS	1
LEVELS	N/A
CONTROLS	NO
EXTEND	SUNT GARD
RELEASE	OUT NOW

## GRAPHICS

Stand wire frame shows its age but does the job. There's plenty to take your mind off the visuals anyway.

## SOUND

An appalling rendition of what 8-bit speakers grant you and loom there on it's downhill.

## PLAYABILITY

Surprisingly easy to get up and flying despite the daunting number of keyboard controls.

## LASTABILITY

Showing its 8-bit ancestry — modern sims might want a bit more saving.

## OVERALL

**75%**



## THE REVIEW SECTION



Didn't your mother ever tell you not to go into the woods alone? It's good advice — they're full of traps, deadly enemies and icky stuff all over the floor!



What I'd like to know is where was the safety County Council when the medieval Risky Woods were built by the evil Lord of Darkness, Stano? The former nobility of this tranquil place were a group of meek but powerful monks who had sworn long ago to protect the woods and all who lived in them.

Unfortunately the so-called powerful monks weren't nearly strong enough to defend themselves from the dark forces of Darkness, who turned the help to sinister uses. Unless the monks are turned back to their former selves, Risky Woods and the rest of the land is doomed to dwell in darkness, evil and loads of other bad things, isn't it?

The story gets more and more depressing, as if things weren't bad enough. Even the

• PRODUCER: HIT SQUAD • AUTHOR: DINAMIC SOFTWARE

# RISKY WOODS



Fails to hold your interest

## Monk-ying around!

This all sounds very straightforward, but before all the monks can be found Roban must make his way over dangerous terrain

filled with all sorts of nasty goblins and nixies to destroy. These foes come in all shapes and sizes, like skeletons, banshee-type winged things and fire-spitting dragons. Destroy an evil being and a golden

coin will appear which can be collected and kept for buying weapons later in the adventure.

There are other items to collect that appear in huge treasure chests. Some will help in the quest but others will hinder by putting the hero to sleep or reducing much needed energy, leading to death.

The main thing you notice when playing Risky Woods is that the game is frustratingly tricky, even on the first level. Although this might put many people off, I persevered for a while. With a good joystick and determination it's still very hard going and not particularly addictive. As far as the music goes, everything's very colourful and detailed which helps to distinguish the good from the bad. Sound and background music is OK but a little on the boring side.

There's lots to fight and pick up in Risky Woods but with its uninspired scenario and infuriating gameplay it fails to hold your interest and leaves you with a full head of hair.

ROB 63%

## ...and the sex appeal of a night with Mollie the Mole



As my thoughts drifted to the head of Risky Woods involving the luring and subsequent ravishing of major young nymphets in darkened forests were soon dashed. Trudging along horizontal levels shuddering, knives, axes and the like at menacing forests has all the sex appeal of a night with muller for the male, only without the sex!

Well, I won't bore you with my disappointment. The game looks okay but big sprites mean there just isn't the room for manoeuvre when enemies start to pour on screen. Hitting chests releases items, some good, some bad, but as they tend to end up in a big pile it's often hard to pick up those you want and avoid the nasty ones. Collecting coins to purchase better weapons adds interest, but not much, no... really. Risky Woods — it's not like but let

down by a distinctly crap underlife. Now, had it involved these temptresses mentioned earlier

54%



## WHAT'S IN THE BOX?

The levels of Risky Woods are dotted with treasure chests which hold all kinds of good and bad surprises. Take a look at what's on the conveyor belt tonight...



The apple is bit of a gamble — it either gives you 10,000 points or puts you to sleep, losing you crucial time.



Another bit of risk, the arrow either gives you 10,000 points or backtracks you to an earlier part of the level.



• PRICE: \$12.99

Troll attacks are easily dealt with — just get out a big gun and blow the greasy away. Simple.



Free a monk and the colours go all crazy. Have pretty.



# DS



Remnant of the dreaded chocolate like Cigars with custom stage later in the adventure.

Alright it's all going upside down. Get me a sick bag quick — here come the carrots.



Yeah — it's the hero of the story. He's so brave.



Goo. These graphics are really spooky. I think I need a new pair of trousers!

Hello Mr. Shopkeeper, you know you look just like Alf Roberts from Corporation Street.

If you're after cheap plot form action — take a look at *Risky Woods*!

It's upside down — don't adjust your magazine.



This special cross will give you a whopping great 10,000 points. Handy for all you high score fanatics.



The heart gives you an extra three notches on your energy bar — always useful for... er, stopping you from dying.



Collect the sceptres to add one minute of time to the clock. Useful if you're one of these right-seeing games players.



Handy to have, the thunderbolt temporarily makes the hero immune to damage.



An extremely useful weapon to have, the fireball kills all enemies nearby. But beware it doesn't last for long.



Avoid this nasty, the skull removes six notches from your energy bar or turns everything upside down!



STYLE	PLATFORM
COMPATIBILITY	ALL AMIGAS
NO. OF DISKS	2
MEMORY	512K
NO INSTALL	NO
PLAYERS	1
LEVELS	NO
CONTINUED	COLLECTIBLE
EXTRAS	NONE
RELEASE	OUT NOW

## GRAPHICS

One of the best things about the game. Backgrounds and sprites are well-detailed and full of colour.

68%

## SOUND

The music isn't too noticeable throughout. Sound FX are OK, but lacking in some respects.

57%

## PLAYABILITY

The main character is easy to control, but keeping him alive for more than two minutes is a challenge in itself.

62%

## LASTABILITY

Although there's plenty to do, the level of trickiness prevents you playing for long.

65%

A very well thought-out game, but far too difficult to attract a mass following.

## OVERALL

63%



EXCELLENCE  
GAMESEXCELLENCE  
GAMES

• PRODUCER: BEAU JOLLY • AUTHOR: VARIOUS • PRICE: £34.95



**Pilot the space shuttle, pot a few Pool balls, become a robotic fish and play God! What more could you want from an Amiga compilation?**



**a pretty good compilation with a varied selection...**

Fuggin' heck! This new Beau Jolly compilation is full of great games. There's the platformer *Jame Pond* 2 which has been slightly overrated on other formats. It's still a fun romp through levels after levels of candy-coloured fun and graphically it's wonderful. There's been no holding back on the ridiculous and detail making it very aesthetically pleasing indeed.

The rest of the bunch is the classic, god game *Populous II*, which puts you in the shoes of a typical deity who flatters land, looks after his people and fights enemies. Another visually pleasing game, again, detail is the key word here, there's so much of it! It all makes a very playable game.

We move on to *Anchor Maclean's Pool*, a pretty weird sort of Pool game where the balls pull beams at you during a decisive match. Ideal for anybody into this sort of pub pastime, it's great to play and nice to look at.

Perhaps the only disappointing game in the box is an old tight wire called *Shuttle*. How you must successfully fly the NASA space shuttle by understanding its controls and overcoming its weaknesses. It's a bit on the slow side for my tastes and I soon became bored.

So there you have it, a pretty good compilation with a varied selection of games that are bound to be classics in somebody's book.

**ROB 82%**

**B**eau Jolly is a name that has launched many great compilations on all makes of home computer, from the early days of the ZX Spectrum right through to the latest Amiga offering their products have been recognised for top quality content and value for money. The new addition to their range, *Excelle Games*, is a right quartet of content!

There's something for everyone's tastes in this pack. *Shuttle* kicks off the bunch with a simulation of the NASA space shuttle in shaded 3D. Created from official government documents this claims to be the most accurate and comprehensive simulation you'll ever play. Missions available involve launching and repairing satellites, manoeuvring the shuttle in zero gravity and reaching the correct trajectory for re-entry. Buckling your seat belt not quite. What's the point of flying into space if there are no aliens to blast? The graphics are really jerky and sound obnoxious: they would have at least got a count down sample in there for take off! Piloting the space shuttle

isn't half as exciting as it sounds.

*Anchor Maclean's Pool* is another 3D simulation. This time it's the table that gets put through it's paces with the balls shuffling round to re-position themselves. If you think that *Pool* is just a stuffy old pub game then think again because there are three varieties of rules to try here: 8-Ball UK Cue-On, 9-Ball and 9-Ball US Pro. Each can be practised or played as a single match against a friend or one of the 20 computer-controlled opponents. If you're feeling confident, how about entering into a tournament as one of eight players? Visually the game is superb with smooth 3D lighting and sunning of the table. All the balls can be moved about singly to set up trick shots and when potted move in a realistic manner. Don't bother putting any more 20ps into the table at the local pub, take a bash at this instead.

### Godly games

Now next up is a kind of simulation, but on a much larger scale. How do you fancy playing God? Forget the white beard and sandals though — *Populous II: Trials of the Olympian Gods* is all pointers and icons. As the son of Deus you've been given the task of defeating 32 of your father's most awesome enemies.



Outside Dr Maybey's castle all the doors are locked until the previous level is completed.



Try collecting the objects on the castle roof in the right order for a special surprise! If you want to know what flick over to the tips section now!



# ENT



Treat your people kindly and they'll soon start building settlements on the flat land.



You can select hairdos, eyes, noses and chins to create yourself a unique godlike face!



The pool table can be rotated in 3D to give the best possible view for putting a ball.



What have you got in the way of ammunition? Well, only the power to summon heroes to aid your people, plagues to destroy the enemy and 3D supernatural special effects to show them all who's boss.

Anyone familiar with the original Populous will know what to expect straight away. The landscapes can be scrolled around and are viewed in the centre of the screen. Maps, selectable icons and commands take up the rest of the play area. The joy of the game is that you can see all your people busy going about their daily business. They tober about their land, build homes, start fights — they probably even go down the bar on a Friday night if sick strategy is what you hunger for then it doesn't come much slicker than Populous II.

The last game in the compilation doesn't need much introduction. James Pond: Codename Robocod is simply classic platform action. With over 1500 screens of mayhem to battle through and James Pond in a sneaky robo suit that allows him to stretch his body depends this is a game packed with fun and tricks. The graphics and sound are excellent with cute teddy bears, cakes, chocolate and a



Shuttle has some interesting 3D graphics but they're all very slow and jerky, spoiling the game.

ious complete with big top making up backgrounds and platforms. James also has a selection of vehicles hidden away to help him around. A plane, car and bike hub are all great fun to control. In my mind this is undoubtedly the best game in the excellent Games compilation and it comes in two versions — one enhanced for A3200-owners.

**NICK 86%**



STYLE \_\_\_\_\_ COMPILATION  
COMPATIBILITY \_\_\_\_\_ ALL AMIGAS  
NO. OF DISKS \_\_\_\_\_ 3  
MEMORY \_\_\_\_\_ 1 MEG  
NO INSTALL \_\_\_\_\_ IT IS POSSIBLE TO  
INSTALL POPULOUS II  
AND SHUTTLE ON A HARD DRIVE  
RELEASE \_\_\_\_\_ OUT NOW

## SHUTTLE

**69%** Jerky 3D and terrible sound — there are some nice static screens. Don't expect an all action space game here.

## POOL

**88%** An excellent pool game, with three sets of rules and the option of moving all the balls around singly to set up trick shots!

## POPULOUS II

**90%** The follow up to the highly successful god simulation. Building, the producers, have improved on the original to give a fun and rewarding game. Packed with over 1500 animations and 1 filig of graphics.

## ROBOCOD

**89%** A classic platform game with lots of variety and some really cute graphics. The music will drive you and everyone around you mad as a matter but who cares?

Three excellent games, one dodgy one. Excellent Games offers good value for money and has plenty of variety. Whether you love platform, strategy or simulation.

**OVERALL 84%**



# FILL YOUR shelves!

**WIN!  
EVERY  
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10 COOL  
COSMIC  
SPACEHEAD  
T-SHIRTS!**



**T**hose generous people at Codemasters have gone absolutely bonkers! They want to cover the moon with their feature on page 16 that they select as down to their headquarters for a special shopping trolley dash! We zoomed around their warehouse and filled up with every budget game we could lay our hands on and grabbed ten Cosmic Spacehead Global Hypercolor T-shirts on our way out. Now this is your chance to win them!

## Brakes in gear!

And take a look at these two pictures of Cosmic Spacehead, the funny new character from Codemasters. Picture A is the normal one but picture B has 18 differences to look for. Circle them all on the picture, fill in your name and address and post in the coupon to: COSMIC COMPO, AKAHUA FORCE, Impact Magazines, Case Mill, Tennessee, Ludlow, Shropshire SY8 1UN. Please get your entries to us before March 17.



NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
POSTCODE \_\_\_\_\_



# Have Your Say!

So what do you think of the new look Amiga Force then? We think it's brought the magazine bang up to date with a new editorial team and crisp new design but it's your views that count. Help us to help you by filling in this questionnaire and posting it off today. After all — it's your magazine!

News 12345678910  
Reviews 12345678910  
Features 12345678910  
Bart's reviews 12345678910  
Alternatively voices 12345678910  
Playing Tips 12345678910  
Public Domain 12345678910  
Letters 12345678910  
Guide 12345678910  
Next Month 12345678910

**10** Please write in the space below how you would improve Amiga Force (use an extra piece of paper if you think you need it)

## About you

**11** Which of the following computers and consoles do you own?

- ☐ A500  
☐ A500+  
☐ A7500  
☐ A2000  
☐ A400  
☐ A1200  
☐ A4000  
☐ CD32  
☐ Super Nintendo  
☐ Nintendo 64  
☐ Mega Mega Drive  
☐ Sega Mega CD  
☐ Sega Master System  
☐ Game Boy  
☐ Game Gear

Other \_\_\_\_\_

**12** Do you intend to upgrade your computer in the near future?

- ☐ Yes  
☐ No

If yes what do you intend to buy?

**13** How much money would you say you spend on the following every month?

- Games ☐ Under £10  
☐ £10-£20  
☐ £20-£40  
☐ Over £40

Accessories ☐ Under £10  
☐ £10-£20  
☐ £20-£40  
☐ Over £40

- Magazines ☐ Under £10  
☐ £10-£20  
☐ £20-£40  
☐ Over £40

- Food and Drink ☐ Under £10  
☐ £10-£20  
☐ £20-£40  
☐ Over £40

**14** How many games do you own?  
☐ 1-10  
☐ 10-20  
☐ 20-30  
☐ More than 30

**15** How often do you buy new software?  
☐ Once a week  
☐ Once a month  
☐ Once a year  
☐ I wait for birthdays and Christmas

**16** Which of the following magazines do you read regularly?

- ☐ Amiga Power  
☐ The One Amiga  
☐ Amiga Action  
☐ CU Amiga  
☐ Amiga Format  
☐ Amiga Computing  
☐ Amiga User International  
☐ Amiga Shopper  
☐ Edge  
☐ Electronic Gaming Monthly  
☐ Game Pro  
☐ N.G.S.

**17** Do you think the television computer and console shows offer better coverage than magazines?

- ☐ Yes  
☐ No

## Other interests

**18** Which of the following do you watch or listen to on a regular basis?

- ☐ Radio 1  
☐ Virgin 1215  
☐ Atlantic 153  
☐ Independent Local Radio  
☐ BBC Local Radio  
☐ Radio 5  
☐ BBC 1  
☐ BBC 2  
☐ ITV  
☐ Channel 4  
☐ Sky One  
☐ Movie channels  
☐ Sports channels

## Personal

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Age \_\_\_\_\_

Sex: ☐ Male ☐ Female

■ Please enclose a photograph!

## About Amiga Force

**1** How did you first hear about Amiga Force?

- ☐ I saw it advertised in another magazine.  
☐ I saw it on a shelf in the newsagents.  
☐ A friend told me about it.

**2** How often do you buy Amiga Force?

- ☐ Every issue.  
☐ When there's something inside that interests me.  
☐ Not very often at all.  
☐ This is the first one I've bought!

**3** How likely is it that you'll buy the next issue?

- ☐ Definitely.  
☐ Possibly.  
☐ No way!

**4** How did you get this copy of Amiga Force?

- ☐ I subscribed.  
☐ I bought it at the newsagents.  
☐ It was given to me.  
☐ I borrowed it from a friend.

**5** Do you ever have any difficulties finding Amiga Force?

- ☐ Yes ☐ No  
If yes state what they are

**6** How many people, apart from you, read or look at your Amiga Force?

- ☐ 1 ☐ 2 ☐ 3 ☐ 4  
☐ More than 4

**7** What elements influence your choice of magazine?

- ☐ Cover  
☐ Contents  
☐ Reviews  
☐ Price  
☐ Cover models

**8** How much would you say you liked the new look Amiga Force?

- ☐ It's great! Much better than before.  
☐ Not bad, but I preferred the old style.  
☐ I hate it.

**9** Please rate each of the sections in this issue out of ten. One is rubbish, ten is brilliant.

Cover 1 2 3 4 5 6 7 8 9 10  
Contents 1 2 3 4 5 6 7 8 9 10



Cut out this  
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## **AMIGA FORCE READER SURVEY**

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# NICK FALDO'S CHAMPIONSHIP GOLF

OUT  
NOW

89%  
OVERALL RATING  
BY AUDIENCE

88%  
ACCURATELY REPRODUCES  
THE FEEL OF THE GOLF

91%  
OFFICIAL  
APPROVED

90%  
OFFICIAL  
GOLFING

IBM PC



CAN YOU BEAT NICK FALDO AT HIS OWN GAME IN THIS  
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IBM PC

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THE WORKING SUN

"A real class act, just like playing against Nick  
Faldo in real life" - JOYCE

"The best looking, user friendly and playable  
golf game on the Amiga" - THE ONE AMIGA



# Public Domain



If it's great new games you want at a pocket money price then check out the latest offerings on the Public Domain software scene. There's something for everyone here, as ROB MILLICHAAMP found out.

## Nemesis 17-BIT SOFTWARE

**T**he very name conjures up something a bit on the mysterious side, but that couldn't be further from the truth. Anybody who remembers Githis will instantly get a feeling of déjà vu while playing Nemesis. Although simplified to a grid with red and blue counters, it's still very playable and addictive, either against the computer or another player.

The idea is to out-do your opponent by finishing the game with more counters left on the board. This is done by placing a counter of your colour at either end of a line of the opponent's colour. This changes all the counters inbetween to your colour! Thing is, your opponent can do exactly the same to a series of tactical moves are required to end up on top.

Just to make things a bit trickier each player must move before ten seconds has elapsed, leaving a short time to make decisions. Go over the time limit and a turn is missed, which could be disastrous. Nemesis is simply laid out, but like most simple things, it works very well. Graphically it's clear if sparsely detailed, but this certainly won't ruin your enjoyment.



83%

## Gorf 17-BIT SOFTWARE

**T**his is perhaps one of the most curious games in the PD pile this issue. Gorf should be instantly recognisable to most of you — at very least the formula should be. This conversion of the ancient arcade game is a pretty fair copy. In the pre-game text, the author explains how he constantly annoyed the manager of a local arcade by repeatedly visiting, spending too money and just scribbling a load of notes on his favourite arcade game. The time and trouble seems to of paid off, resulting in the great conversion of the original, with its space-futuristic gameplay and attack waves. All you have to do is blast the bad guy and, of course, the orange ball with eyes known as Gorf. While it



does seem very primitive, Gorf's still very addictive. Each level's different with plenty of attack methods to cope with from Gorf and his nasties. This is one little blast-em-up that is guaranteed to keep you hooked for ages.



78%



## Klawz the Cat 17-BIT SOFTWARE

**A**nother familiar-looking platform game with level after level of colourful backgrounds and wacky sprites! You've heard of Sonic the Hedgehog and Alfred Chicken — well this is Klawz the Cat. You control the odd-looking Klawz in a mad-bat theme across platform after platform, the kitty being pursued by vicious nasties that send him spinning off the screen on contact. Klawz has to collect every pick-up on each level to progress to the next. Doing this requires lots of quick thinking and it's really easy to trap Klawz down a dead end. Graphically KPC's pretty darn good, right down to Klawz's whiskers. Backgrounds and pick-ups are also well-defined, making it a visually pleasing platformer. One of the few downsides is that, apart from the change of colours and arrangement of the platforms on each level, there's very little variety, making things very monotonous after a few plays. Still, it's good fun for a while and a must for all Rainbow Islands and Pooled Stars fans who fancy a change of character.

68%



## Assassins 150

PD SOFT

A three-game compilation from the Assassins, featuring a computerized crossword, an Amiga version of Buns and a cool two-player tank game.

The disk opens with *B-Solve*, a pathetic, pointless attempt at computerising a crossword puzzle. The concept behind the program is pointless — why computerise a crossword puzzle at all? Okay, the two on offer feature on-screen solutions to each question, but so what? The clues make no sense anyway, even when you know the answer.

It's not badly programmed, but computerisation adds nothing to crosswords, and the puzzles themselves are pretty poor.

*Get It Done* suffers from similar problems. A PD version of the popular pen-and-paper game *Buns*, the



players take it in turns to join two dots on a grid. If you complete a line, it draws a line that forms the fourth side of a square, you score a point.

It's a fun game, but as the Amiga version is still two players only, what has it gained from computerisation? 4-0-7-4-4-6-6-6-21 Stick to pen and paper.

Last but definitely not least is *Tactic Tank*, a cool two-player shoot-'em-up in the familiar 'shoot around the screen taking gonbers at your buddy' mould. Various power-ups are on offer, most of which are useful, and none so devastating that the other player might as well give up as soon as it's claimed to kill! What's killed many similar outings, I would do without invisibility though — how do you control a tank you can't even see?

The option to play against the computer would make this a 'must buy', but even as it stands it's great fun with a friend.

Overall this isn't a particularly good disk, and only worth buying if you're after a two-player tank blast.

**45%**



## Bounce

ROBERTA SMITH DTP

Here, another one of those cute platformers falls. There's only so much cutsey platforming a reviewer can take — and just after lunch too! The character in *Bounce* is simply a small, but perfectly formed pink, bouncy ball with a face. This 'thing' must be guided through a selection of level spinningly sweet and over-colourful levels filled with all manner of creatures that lurk around the platforms, drifting after you. You drift, that's exactly what everything seems to do — even the main character, who I thought should have bounced, going by the title. Unless you're a big fan of late sixties freakouts this might leave you a bit cold. One of the worst things is the lack of gameplay and the infuriating sluggishness of the main character. It looks like a pink pea but moves like a oil tanker! The graphics are perhaps the best thing about *Bounce*. Each sprite and piece of background is wonderfully detailed and stunningly (if not tastefully) coloured. It's just a pity about the uninspired gameplay.

**59%**



## Ork Attack

17-BIT SOFTWARE

On first playing this game it might seem a little bland in the gaming department, but once you get to know the controls and have played it for about an hour, as I did, you'll be utterly addicted! *Ork Attack* is an arcade-style game in which the idea is to fend off marauding Orks and troll-like creatures as they desperately try to scale your castle walls and take over the mighty fortress. The only soldier to defend the castle is equipped with a sword and a good supply of rocks,



hunted to him by his loyal squires who wait in the wings. *Ork Attack* isn't what you'd call an easy game. As well as having only one life to pitifully kill Orks on each level, they scale the wall at a phenomenal rate, giving the brave knight hardly any time to breathe! The opening sequences are eye-catching screens with the in-game screens are equally good, with lots of colour, detail and blood — in a very cartoon style, of course. My only grip is that perhaps it's a little difficult and takes a while to get into, but once played for a prolonged length of time it's well addictive.

**86%**





## Operation Firestorm

17-BIT SOFTWARE

**O**peration Firestorm's a very normal shoot-'em-up/platformer in which a tough action man-type character is guided throughout tough levels full of mining tanks, robotic tanks and sailing-mounted guns. These all make the soldier's life a misery. As usual, there are a number of pick-ups to aid the soldier's advance. Ammunition, rockets, grenades and lives are essential.

Control of the character is smooth and swift. There's even a great directional key for reaching those hard-to-get gun sites — a feature often not found in blasters, especially PD ones.

One of the best features about Operation Firestorm is its graphics. They're extremely well done, colourful and detailed with smooth animation and realistic-looking sprites. It's an addictive game that'll keep your attention for a while as you plough through level after level of hostile enemies and tricky obstacles.

85%



## Slime

17-BIT SOFTWARE

**O**h dear! I wondered if there was going to be a bad egg in the bag of PD games this issue and unfortunately I think I may have stumbled across one. The object of this curious puzzle is to banish all slime from each of the maze-like levels by finding plugs and plugging up the holes around the maze where the slime is coming through. This task has to be performed in



a certain time and before the time takes over and turns the level brown — if that happens you're all slimed out.

It all sounds quite exciting but unfortunately it's not at all. When you finally get to understand what everything does and then play the game you realise it's all a bit pointless. For the first five minutes Slime is OK. But with 16 levels to complete, it seems like it's never ending! Presentation is a little on the Commodore 64 side with bloody graphics that lack any detail, although there's plenty of colour splashed all over the levels. Slime doesn't

58%

## Blackdown

PATHFINDER PD

**T**his will certainly appeal to fans of RPG games in the style of Dungeon Master. It's another labyrinth-based game but instead of a fantasy setting, this is a sci-fi adventure. The idea of Blackdown is straightforward, it's just carrying out the tasks that's the tricky bit. On each level you must find the exit using your map and different weapons to kill creatures that inhabit the labyrinth. At certain points you come across

computer installations which can be used to buy and sell certain weapons and other useful pieces of equipment. These must be used in the search for an exit.

This is definitely one of those games that takes a day to sit back and play with a good supply of coffee and food at hand. Each level is well designed and requires a good sense of direction as things can

get very confusing in the badly-lit corridors. The presentation is very good, with graphics and layouts reminiscent of the recent *Wizard Quest*.

Although it won't appeal to everybody, it's still an addictive adventure with a convincing sci-fi scenario and bags of gameplaying appeal.



81%

# Pd Contacts

So you've read the review and fancy getting the game! Well prices vary from company to company so have a ring round or write to these people for the best deal.

**STREET SOFTWARE**  
1st Floor Offices,  
25 Market Street,  
Worfield,  
West Yorkshire,  
WV11 1DN  
0914 369932

**ROBERTA SMITH DSP**  
160 Falkland Way,  
Rampstead Garden  
Suburb, London  
SW11 4JE  
081 455 1026

**PATHFINDER PD**  
51 Markon Street,  
Bingley, West  
Yorkshire  
BD16 1WQ

**MAGNETIC FIELDS**  
PO Box 114,  
Redwood,  
Lancashire  
PR2 1ASB  
0712 881128

**EDITHA PD**  
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Salisbury  
Wiltshire  
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0513 520711

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Industrial Estate,  
20 Church Road,  
Cowesay  
CV8 7HD  
0203 613817

**WBS**  
1 Chain Lane,  
Newport,  
Isle of Wight  
PO13 2DQ  
0983 525594

If you have a PD game or demo that we haven't featured in **Amiga Force** or run a PD company and would like it listed here, Just drop us a line at this address: **Amiga Force, Impact Magazines, Ludlow, Shropshire SY8 1JW.**



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# Jurassic Park

The **RE200** version of this excellent game is reviewed in this issue but has been out for a while. Those *Marguerite from Nant* has kindly posted some codes in the post for this prehistoric corner.

## ARENA

1-RID paddock  
TRICERATOPS paddock  
RAPTOR tunnel  
STEGOSAURUS paddock  
DIPLOMAURUS paddock  
BRACHIOSAURUS paddock  
DIPLOMAURUS rail ride  
VISITOR CENTER  
UTILITY SHED  
POWER SWITCH  
BOSS RAPTOR tunnels

## CODE

NO CODE  
B5A48B32  
B5A037AA  
D5F4A8B2  
55A8B8A2  
B5A48B3A  
55A8B8A2  
B5A037AA  
C5C77B82  
D5B4A7A2  
A5149F5A

## In the

**CALLIBURUS** paddock, find the oil drum and push it off the cliff before

taking on the mighty King. But you must save one of your flames to help into the pit of split oil from the drum to create a burning barrier to help you escape.

# HOT TIP!

# Lotus Trilogy

Granite have just released this compilation of Lotus games — you can read our review over on page 34.



## LOTUS ESPRIT TURBO CHALLENGE

1. Select a two-player game, and call one person "M A BIG COUNTRY" and the other as "YELLO OF FIRE". Now you'll always qualify.  
2. Also try "MONSTER" and "SEVENTEEN" for a bonus game.



## LOTUS TURBO CHALLENGE 2

1. Enter "DUX" as a password to gain access to a shiny little copy of the ancient arcade clock-ticking classic *Carnival* game.  
2. Enter "TURPENTINE" as a password for the clock to tick on 10, giving you infinite time.  
3. Enter "DRENGH" as a password to automatically qualify when the time is up.  
4. Remove the audio lead from the "L. AUBREY" hole and boot Lotus 2 as usual. Listen carefully to the music played on the title screen. You should be able to make out a whistler... "DO NOT COPY THIS GAME!"

Some passwords

3. Night course  
3. Fog course  
4. Snow course  
5. Desert course  
6. Motorsport course  
7. Marsh course  
8. Storm course

TWILIGHT  
FLA SOAP  
THE SEEDS  
PEACHES  
LIVERPOOL  
BASLEY  
I BOW



## LOTUS 3

Level codes, easy:

1. PAVIAWAWH84-80  
2. KMOQY5KAG-80  
3. LVOQMP5CA-70  
4. CAVWOP5CA-80  
5. SPOLKODK5C-68  
6. HMYWYK5C-68  
7. PAVEMAK5C-68

Level codes, medium:

1. AHWAMWPH-80  
2. VAVOOPHY-80  
3. ITUWYK5H-60  
4. EPULWY-80  
5. NQ5KODK5C-68  
6. BHWOP5CA-70  
7. QUNDEFAC5-68  
8. GOWDFAC5-68  
9. BZ-07-BL7-80  
10. LWVWYK5C-80

Level codes, hard:

1. PAVIAWAWH84-80  
2. KMOQY5KAG-80  
3. POGU5DAP-85  
4. MITSOPHYD-80  
5. PUGTOD5H-80  
6. DQ5KODK5C-68  
7. POGU5DAP-85  
8. APZBQ5C-70  
9. BOWWYK5C-68  
10. DQ5KODK5C-68  
11. AHWAMWPH-80  
12. QUNDEFAC5-68  
13. GOWDFAC5-68  
14. YQWYK5C-80  
15. WQWYK5C-80



LIVELONG! and Lee and Ralph's red noses will turn bright green. Now when the game starts just press return to skip levels. Tab will top up Lee's sleep bar, and give you nine attempts and light up the word CODES. Finally, pressing M will give you a full map of the level. The cheat comes from the song *Just Build My Hatred by Infinitum*, in case you're wondering...

## CRYSTAL KINGDOM BZZ

Level Codes:

Part Two — 551 790 BKK  
Part Four — 831 556 287

## SENSIBLE SOCCER

1. To secure the 1988 World Cup between England and West Germany simply load up Custom Teams and select a friendly match. The game will commence, but everything will be in black and white.

## BLACK CRYPT

1. Make small copies of the game disk, remembering to delete the "Copy of" part of the disk name. Load the game, and get to a staircase, which is where the game loads.

Drop all your items into a big pile at the top of the staircase, and then save the game. Now reload with your other game disk, and do the same, but at the bottom of the staircase. Now, take out the disk with the goods at the bottom of the staircase, and put it in the slot with the goods at the top of the staircase. Go up the stairs, and you will be confronted with your big pile of goodies. Pick these all up, swap the disks, then venture downstairs, where you will find the other big pile of treasures. Pick this all up. You

can then swap the disks round as much as you like, making it possible for you to pick up the treasure again and again and again.

2. On level 2 (or is it 6?) there's a bit where you have to fight one of those pink monsters without the use of magic. Open the door into the lair, then go as far right as you can. Go to the middle where there's a one-way wall. Go through it, and quickly into the alcove. Pick up an item, then step back. Make it to the secret button near the pillar you





A tale of pirates, treasure and vicious piranha dogs. It looks like you're going to need a hand getting through this excellent re-release game. You can read a complete review over on page 38 this issue — it got 88% — and use this special players' guide if you get stuck. Thanks to Jonathan Bell for sending in this solution — please write in John and tell us what free game you'd like.

# THE SECRET OF MONKEY ISLAND

## PART ONE — THE THREE TRIALS



**A**fter talking with the pirate leaders, open the door to the kitchen; the cook won't let you in and will shut the door. Wait until he comes out and out of sight then go in. Pick up the hunk of meat and the pot (under the table) and open the far door. Walk to the plank right at the edge and wait; you, keep pressing 'walk' or 'on it' and the plank will flip up, making the bird fly away. Keep doing this until it's safe to pick the fish up, then leave the Soumen bar.



Walk back to the cliff side and then the path (overhead map of island). Walk to the clearing and to the circus tent, then talk to the Pasticini brothers. Ask how many they will pay you and then say OK. Use the pot

and the start will start when you talk again — ask where your helmet is and you'll automatically leave with your money.



Go back to the room and talk with the citizens of Melee (on the corner after the archway near the Soumen bar) and say you once knew a barber called Dominique. After he asks you if you want a map say 'Yes, it will make a swell gift.' After you have the map, open and walk to the door to the left of the Citizens of Melee and look at the chicken on the chest. Pick it up and leave. Go through the archway with a clock above it and open the door to the shop (the first one, or the one to the right of the church) and walk in. Pick up the sword and shovel and talk to the storekeeper. Tell him you want both and then ask him you can try the sword in and he'll leave — follow him to find the Second Master's house.

After eavesdropping the conversation, go back to the map and visit the house on the right. Near the middle you'll stop at the bridge, so give the troll the fish and you'll be able to cross. Once at the house open the door — a man will come out. Tell him you

want to be better than the Second Master and he will say you haven't got what it takes. Keep saying you have and that you have got 30 pieces of eight and he'll begin the training.



After the training go to the 'Y' junction to the left of the fork and just wait for a pirate to come along. Say to him 'Wapane to die' and the fighting will begin. Keep doing this until you've got 20 (or thereabout) replies, then go to the Second Master's house and use these replies on the boards:

1. "You are a pain in the backside, sir!" = "Your haumen/black are flaring up again, sir!"
2. "Only once have I met such a coward!" = "He must have taught you everything you know."
3. "There are no special moves which can help you now." = "Yes there are. You just never learned them."
4. "I hope you have a boat ready for a quick escape!" = "Why, did you want to increase coin?"
5. "How I know what fifth and stupidity really are." = "I'm glad to hear you attended your family reunion."
6. "I will mix every drop of blood from your body!" = "How appropriate: you fight like a cow."

went to earlier, press it (the escape). Leave his lair, and rest if you need to. Repeat this until you have all the items. You must be very fast, or you will find yourself trapped. It will probably take you several times to perfect it, so save your game before attempting it. It won't you having to fight the monster; he is fairly difficult to beat.

### CAPTIVE

1. Make full use of the fact that you can kill your enemies just by repeatedly opening and closing

doors on them.

2. Whenever you teleport to a site occupied by a baby, you kill him.

3. When you laid go and pick up the messages from Ratt, on twice, then return to the Swan, and then, (and again), there will be another message from Ratt, pick that up as well. Repeat this process eight more times and get all the messages in the backpacks. When these are full, carry them to the Islands and one on the corner, then enter into the base and find a shop. You can then sell the messages and get

extra money. This should get you 18,666 credits.

### CHUCK ROCK

When the band are playing on the title screen, type the following (including spaces):

W/FRAMES F/ry mode (left shift toggles on/off)  
M/TORR BAR Zone select (use function keys)  
TURN FRAMES LID or TURN FRAMES Level select (use function keys)

TAKE OUT THE WORD Infinite energy  
UNDO, I WANT Infinite lives

### "LIFE IS MY DREAM"

Infinite energy  
SHE LOVES CLEANING Infinite energy  
WINDOWS Infinite energy  
TTS HARRY BOWWELZ Infinite energy  
Press escape twice before typing in these cheats to activate them. They may have to be typed during play.

### CHUCK ICE 2

Enter "ENABLE-42" into the high score board to get infinite lives. Note the two minus signs before the "42". Now, during play or in the title screen, hold down



7. "You a long sharp lesson for you to learn today." = And I've got a little TIP for you — get the POINT?

8. "I usually see people like you passed out on tavern floors." = EVEN before they smell your breath?

9. "If your brother's like you best to marry a pig!" = You make me think someone already did.

10. I've the courage and skills of a Master Swordsman. = I'll be in real trouble if you ever used them.

11. "No one will catch ME fighting as badly as you do?" = You say THAT last?

12. "Every word you say to me is stupid." = I wanted to make sure you felt comfortable with me.

13. "My tongue is sharper than any sword!" = First you better stop wailing like a feather duster.

14. "My name is feared in every dirty corner of this island." = Is you got that job as janitor after all.

15. "My last fight ended up with my hands covered in blood." = I hope you've learned to stop picking your nose!

16. My sword is famous all over the Caribbean. = Too bad no one's ever heard of you.



After you beat her and you get the 1800\$ Cotten T-shirt your next task is to get the treasure, follow these directions to find it:

Left path (pick up the yellow flower on the next screen), north right path, walk right, walk right, bottom right path, bottom right path, top right path, walk left, north path, walk left, north path, north path, bottom right path, bottom left path, north middle path (to the left of the bridge).

Once on the screen with a lot of red flowers on it, walk right and use the clothed with the "W." Once you have the T-Shirt walk to the fence path and back to the town. Walk to the shop and to the alley where a "goat" is coming from. Talk with the Sheriff and exit. Walk left through the archway and up to the Governor's mansion.



Use the yellow petal on the meat then give it the poisonous pinhead poostles. Once they are asleep open the door then open the door on the left and walk in (the one next to the wall). Sheriff Shiner will arrive and enter the room you want in. A fight will start and eventually you will come out winning you had a file.

Go back to the town and into the jail, talk to the prisoner and then go to the shop, ask for some breath mints and then go give them to the prisoner and ask the gopher repellent, he will then give you a carrot cake, open it to find a file. Exit and go back to the Governor's mansion, walk to the gaping hold and the fight will start again. When you talk with the Sheriff say anything and the Governor will appear.



Once she has finished go to the far door and open it to try to leave, but the Sheriff will be there and will take you down to the pier and push you in. Once in the water pick up the idol and you will automatically leave, tell the lookout that you will get a ship and go rescue her, then leave to the right.

Enter the Scumbar bar and pick up all the maps, talk to the Cook then go into the kitchen. Use one of the maps then leave the Scumbar bar, now you must go to the jail (where a mug turns into a nothing mug use it on a different mug, keep doing this till you get to the jail). Once there use the mug a

progrinding mug on the lock then you'll have released the prisoner. Walk to the Sheriff Master and tell her "The Governor's been KIDNAPPED" for her to be on your crew. Walk to the house in the top right-hand corner and use the rubber chicken on the cable, then open the door and walk in. Say you're getting a crew and ship to go rescue the Governor and when he gives you a task to do, open the cage and "kick" the murderous winged devil, then leave. Use the rubber chicken on the cable again then go to the path.



Go to the place called "lights" and say to Stan that you're not much money to spend and that you were thinking you could get one on credit. You won't be able to, so leave and go back to the town. Go to the storehouse and ask the storekeeper for a note of credit. Say you've got a job, and he'll go and get one from the safe (watch the movements of the handle and write them down).

Whenever you say you've got a job, he'll say you're lying and put the note back. Say you're looking for the Sheriff Master and he'll leave. Walk to the safe and push a clockwise, and pull = anticlockwise, and using what you wrote down open the safe to get the note. Go back to the lights, turn the map, tell Stan you got a note of credit and business will start — ask for the cheap one. Ask for extras and say you can live without each one until the first one appears again, then say enough (to bring down the cost). Ask how much it's worth then say forget it and go, when Stan calls you back say OK and ask how much it's worth now — he'll say \$300 to make him an offer of \$900 and offer a while he'll say yes, so leave and go to the town to finish.

62, and push the joystick in the direction of a room to skip to that level.

## CJ'S ELEPHANT ARTIES

On the title screen type "POPPY ARKHOLOUS" for infinite energy. However, it might be "SLOTHSARA mECTY" that you have to enter, which is the reverse of the previous. Try both.

## CRUISE FOR A CORPSE

If you're stuck, go to the Mermaid Figurehead at the rear of the ship

and examine her to get a secret code. Here is what they mean:

- | Code | Action Required                   |
|------|-----------------------------------|
| 1a   | Find note in Rick's Study         |
| 1b   | Show note to Suzanne              |
| 1c   | Examine safe in Fabian's cabin    |
| 1d   | Interview Fabian in Dining Room   |
| 2a   | Talk to Suzanne                   |
| 2b   | Interview Julio in Daphne's cabin |
| 2c   | Talk to Logan in Smoking Room     |
| 2d   | Talk to Suzanne in Bar            |
| 2e   | Find paper in Smoking Room        |

1d Interview Tom in his room

- |    |  |
|----|--|
| 4c | Get key from mug in your own cabin                     |
| 4d | Open Desk in Study and examine the cheap crownjewelery |
| 5a | Read note in desk                                      |
| 4d | Get invitation from drawer in Dining Room              |
| 4f | Walk to the Port side to find Type and Refuse          |
| 5a | Find the mermaid inside the bathhouse in the Laundry   |
| 5b | Interview Dick Schwartz inside the Mermaid             |
| 5c | Interview Tom in Smoking Room                          |
| 5c | Search Suzanne's Cosmetic                              |

case in her cabin

- |    |   |
|----|---|
| 1a | Get drink from bar and go to top deck   |
| 1b | Give drink to Suzanne                   |
| 1c | Interview Suzanne                       |
| 1d | Interview Fabian in his cabin           |
| 1e | Look through portfolio into Tom's cabin |
- In between these actions you should walk around the ship, simply jumping between locations using the map will not suffice. Make sure you examine the map on the largest of sails of the game's options will stop working (the inventory command fails).





## PART TWO — THE JOURNEY

**W**hen you appear in the room pick up the feather pen and ink then exit. Walk to the rope ladder and pick up the vialy Roger, then walk back to ship deck. Walk down the hatch and down the next hatch and open the legs on the left for some gunpowder then open the chest in the



bottom right-hand corner. Look at it to get the fine wine, pick up the rope and exit hatch. Go down the ladder to the kitchen and pick up the pot, open the cupboard then open the cereal to get the prize — look at it and leave. Go back to the room you started in and use the key (prize) in the cupboard. Pick up the chest and open it, look at it then get the cinnamon stick and a piece of paper. Walk back to the kitchen and use the cooking pot with the piece of paper, the rubber chicken, the breath mints, ink, jolly roger, flag, fine wine, cereal, cinnamon sticks and the gunpowder, the pot will explode and you'll collapse.



When you wake, use the feather pen on the red hot fire then go to the hatch for some more gunpowder. Use the rope to the cannon and the gunpowder in the barrel, walk to the edge of deck and use the pot.

## PART THREE — UNDER MONKEY ISLAND

**A**fter Herman (astaway) goes away, pick up the bananas then leave to the jungle. Walk north and to the river fork and then to the foothills. Pull the primitive art twice then go up to the next set of foothills and push the rock. If it doesn't hit the banana tree, pick up the 'heap rock' and re-position the primitive art — keep doing this sequence till you've hit both, then go back to the dam and pick up the noteworthy rock and the rope — before leaving, look at the rock to discover it's a piece of film.



Walk to the tent to the west and push the Gannon. Pick up the spy glass, the gunpowder, the ceremonial and the rope, Herman appears — tell him you saw a monkey island and it could have done it. Walk back to the dam (river fork) and use the gunpowder on the dam and the ceremonial on the floor — the dam will burst and the map will appear. Walk to the now-filled pond and pick up the rope then leave.



Go to the place called 'back' near the beach you started on and use the rope on the sturdy branch and jump before picking up the coin. Walk back to the jungle and back to the beach you started on. Pick up the bananas and use the coin on the boat. Now go NE, NW, and then to the beach. Walk to the jungle and to the village, keep walking left. Pick up the bananas and then try to leave, the natives will stop you and will look you up.



Pick up the mango, the skull and the lower barrel and walk to the hole to escape. Run back to your starting beach and then the jungle. Walk to the monkey (grey dot) and feed him all your bananas. When they're all gone, look at him and he should be happy. Walk to the jungle and to the clearing as far right as you can go at about the centre level in the island. Walk to the totem poles and pull the totem pole on the left's rope — the door will open, walk to it and it will shut. Once your monkey opens it go in and pick up the winging idol, then go back to your boat and the native village. Give the natives the idol then leave. As soon as you leave go back in again and tell them you're looking for someone not human and give them the feather in exchange for the head.

## BALEN ATTACK

1. During play time in **ROGER JACOBE AND OLIVER REED WERE NEVER GOOD** Meliary's to become inevitable. You can still be fatally wounded if you leap off high platforms though, if the chest doesn't work then change the two names around or type 'JAMES BOND' instead of 'ROGER JACOBE'.
2. Type one of the following while playing for ship levels: From London to Paris: 'DAY OF RECKONING' From Paris to New York: 'THE SPLITTER'

From New York to Tokyo: 'TRICOLOR COFFEE SHOP' From Tokyo to Miami: 'DR GAMMA T ALPHA'

## DEFENDER OF THE CROWN

1. When asked to insert disk two, hold down K, insert the disk, but don't let go of K until the game is fully loaded. Now examine the 'BUILD ARMY' option and you will find you have 2048 knights at your disposal.
2. After conquering a territory, hold down HURL at the same time,

while the drive is still running. If you do it correctly, you'll have 1024 knights both in your home and in your army.

3. After first picking the knight, when Rodin Wood appears, type 'BASTARDY' over and over again until the map of England appears. Don't press the return key, and try the cheat again if it doesn't work the first time.

## F20 RETALIATOR

1. On the enrollment screen enter your name as 'GARRAH' and press return, then load up the pilots

log. Your score should now read 'OCEAN OK'. When you fly a mission you will now have infinite compass and missiles.

3. When asked to enter your name on the enrollment screen, type 'THE GIDDY MAN', then click on the Colonel icon and press return. Choose a battle area as normal and select battle control. Accept a mission (without choosing one), then select a mission. Now start the game and play normally. When you come to land, simply press enter (or the numerical keypad) and the plane will land by itself.





Go to the house at the end and enter (the one you escaped from) and pick up the banana picker. Leave and exit the village, but near the exit will be Herman, so give him the banana picker and he will give you the key. Go back to your boat and go back to the monkey head. Use the key in right ear then walk into its mouth.



Use the head of navigator and follow its nose to get to the ship. Before you go on, talk to the navigator and keep begging it for the necklace, then use it and board the ship.



Walk left and open the door, use the magnetite compass on the key then leave and go down the hatch. Go past the man in bed and pick up the ghost feather. Go back to the sleeping man and use the feather on his foot twice and then pick up the grog. Walk back to the animal screen and use the key with the hatch to open it. Once in the hatch, use the grog with the bowl then pick up the cooking

grass. Go back to the screen with the dancing men and use the grass with the squashy ghost then open it and walk in. Pick up the ghost tools and go back to the animal screen — use the tools with the crate. Look at it to get the root, leave, and you'll end up in the native village. After getting the root leave and you'll end up in hall with a ghost. Tell him you'll spray him and he'll tell you he knows where everyone else is. Ask him where and ask other questions 'till Herman comes, tell him 'hey' to leave Monkey Island and go to Melee Island.

## LAST PART — GUYBRUSH KICKS BUTT!

When you appear say you're offering this knew mouthwash to the spectre and he will get zapped, then walk right to the dock. Keep walking right and use the saltier bottle with the root ghost and walk through the archway.



"You know, LeChuck was a  
dominant, charismatic, slithering,  
creaky-crawly sort of a guy,  
but I'll be honest: I was for  
him."



Open the church door and walk in, say anything to LeChuck and he will punch you. When you land in the "Spirit Ship Emporium" pick up the root beer and use it on LeChuck. Now enjoy the ending.



## FANTASY WORLD DICKY

Enter "IMMORTAL" on the High

score board for infinite lives or invulnerability.

## FENDISH FREDDY'S BIG TOP 'O' FUN

On the High Diving, keep gunfire on all the way down. Push in the direction you want and Fendish Freddy won't bother you.

## BAUNTLET 2

Is. There are two versions of the following cheat, both the same but different (1). While playing, find a treasure chest and make sure you have a key. Hold down insert (or delete) when you open

the chest. Release insert (or delete), and hold the joystick down. Now the help key will give you 5000 health points.

Is. When you open a treasure chest, hold down the help key. When you open a second chest, hold down the insert key — and a golden cross will appear. Collect this and you'll find your health points rise to about 50,000, and you'll also have super shots for the remainder of that level.

2. To avoid tricky levels, pause the game and wait for three minutes. Press fire and all the walls turn to exits. This happens

anyway, but if you pause the game you don't lose energy, and will not get attacked while waiting.

3. To get into the secret room, clear the dungeon completely, picking up the super shots last, then go to the exit without pressing fire.

## GOES

1. On level two, buy a shield and magic potion, then get three fireballs and three stars. Spend the rest of your money on food and health. Collect all the gems in the





Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Telephone no. \_\_\_\_\_

Dear  
Anthony Davis  
I've enclosed the  
Frontier tips you  
ordered. I hope you  
enjoy them as much  
as I did.

Yours faithfully,  
The Editor

Following  
on from last  
month's guide

to this  
intergalactic  
extravaganza we have

these tips sent in by

Thomas Smith of Neel.

1 When you die, select position from also two then select a station.

When loaded, you'll be outside of the last station with the same amount of money as you had when you died.

2 When choosing a place you want to hyperjump to, go out of range. As you move along you will eventually come to a system where you can jump to inside though it is above your range (I tried this when I was in the Imperial system in a ship with over 35 tons of fuel, I then jumped 300,000 light years to an undiscovered system).

3 One way of making money is to find a station with a escape pool for sale. Develop a new ship and then buy the pool, launch your ship and then eject when you get back to the station — you will have an eagle ship. Do this as many times as you like to build up lots of credits.



Ion Beers from London has also sent in a good supply of Frontier tips to help on weary space traders out there.

usual manner, then get a key and make for the exit. When you devolved the last ladder, two thieves will appear. Make sure that you don't have enough energy to survive direct contact. Before going down the ladder, remove your magic potion, then climb down and open the door. Stand in front of the door ready to leave, but don't push up. Wait until the thieves jump down and as soon as they touch you, push the joystick up. You may hear that life, but the bonus will start to increase, until the game starts again on world two with 28 extra more and about

five million points.

2. Select the enter password option and type in "CORRUPT" for infinite energy. If it does not work, try it on the main screen or whilst playing. What you may find, however, is that it only works on a few very rare "alchemy" versions of the game.

### IRONMAN ZOMBIES FROM THE CRYPT

1. Type "CHATTACOR" during play, then F10 skips levels.
2. Type or hold down "M" or "M" during play for infinite lives.
3. Type "BOOBYMAY" as a level code for infinite lives.



# FRONTIER: ELITE II

1 Start carefully and quietly. Avoid confrontation with pirates or the police until you have more experience and a better armed ship. Better to gain profits through safe trading before you try to make a living as a pirate or bounty hunter.

2 The recommended starting position on floors offers at least two easy ways to make money: taking documents to Ferrethead or animal meat to Barnard's star. The other starting positions, especially the elite classic of Lave, are much more difficult.

3 The old elite way to make money is still possible. Find two complementary systems and shuttle goods between them. For example, animal meat and robots between Ross and Barnard's star, or luxury goods and robots between Sol and Wolf. The aim is to buy export goods from one system and to sell them to systems which regard them as imports.

4 The more cargo space you can free up, the more profit you can make. Managing without missiles saves two tonnes of space. If you can avoid landing on planets, the atmospheric shielding can also be removed, saving another tonne and also freeing some cash to buy goods.

5 Upgrade to a better ship as soon as you can afford it. There is little point in upgrading straight from your Eagle Mk I to a huge transporter. You will get to the bigger ships sooner if you upgrade continually. You can part exchange to an Eagle Mk II for about 18,000 credits, which will give an extra two

tonnes of payload. This will help you to make profit more quickly.

6 Switch off space dust and background stars from the options menu. This will make enemy ships easier to see. You can also switch the labelling on, ships will appear as their registration numbers.

7 As soon as you are attacked, F10M using the time control icons. This freezes the enemy ship, but allows you to operate most of your controls. Whilst the game is paused, go to external view and use the cursor to move the view until the enemy ship is on screen. Targel the ship with the mouse cursor. If you have a radar scanner, use it to find out how heavily armed the ship is and whether there's any bounty for it. Target missiles if you want. Turn on the autopilot, so that your ship will continually track the enemy. When you are happy that you've done as much as you need to, unpaue the game. The autopilot should bring the enemy into your sights, all you need to concentrate on is firing your lasers or missiles.

8 The standard laser is pathetic. Upgrade to a better one at the first opportunity. Remember that a SMW laser takes up as much space as a new MW laser and two missiles, but is much more useful.

9 Don't take extra fuel to refuel on the way. Fuel is dirt cheap, but takes up one tonne of cargo space. Refuel whilst docked, even if your tank is not yet empty. The low credits wanted will be far outweighed by the extra profit you will make. Never take more fuel than you need. Beware military freighters produce radioactive waste, which is illegal in some systems. The fines are very heavy (I had to pay 2500 credits for accidentally taking distraction into Sol).

10 Elite II is difficult to start, with a very steep learning curve and a very unforgiving universe. However, if you get near your position regularly. Once you've built up a decent bank balance, the choice of career is entirely up to you. You could be a pirate, smuggler, bounty hunter, trader, courier, messenger, miner, explorer, even run your own airline.

11 On your could do what I do: build up an ass-kicking ship and simply wander the galaxy, enjoying the sights and doing

4. Type "BOOBY LATER" for a level code for infinite lives.
5. Type "IMMORTAL" as a level code for infinite lives.
6. Type "ZUSTOORD" for a level code for infinite lives.

### JAGGED KLEED

1. When you're told to start your engine, press F10. Then when the starter says "Go", press P to pause the game and then P again to restart it. You'll finish the race instantly with the fastest lap time.
2. To get a lot of extra speed on the race track, you need to do a lot of work on the track selection screen. Press the mode button on

the CD player, and then click on the right side of the scan button. Finally click on the end button. You should now find that the whole game runs a lot faster, enabling you to laps in a much shorter time than you previously could.

3. On the sound mix screen, select Sound Effects and then Mode. Then tune to radio 65.4 (the station that sounds like the A Team). Although your speed will stay the same, you should be able to drive faster.

### JAMES POND

1. On the first level, free all the lockers then go to your



# mortal combat for real.

Call the Laser Quest linkline now  
for your nearest Laser Quest  
arena on 0800 543210.

**IT'S MORE THAN JUST A GAME**







# EXCELLENT GAMES

Since July, the compilation kings, have got a great new

package out with some excellent games on it (you not included!). You can read the review over on page 50 or try these tips out for size...



## James Pond: Codename Robocod

**1** When you start the game, on the first road you come to, above a sign saying "Arctic Toys" you'll find five objects, which are, from left to right: an apple, an Earth globe, a cake, a hammer and a tap. The first letter of each of these added together (ARCTH) is an anagram of the word CHEAT. Pick up the objects in the correct order (Cake, Hammer, Earth globe, Apple and Tap) to receive an invincibility shield lasting 10 minutes. When the cheat is activated, flashing fish form around Robocod, and the music speeds up. Also, if now you go straight into the first room, and then exit immediately you will find that all of the castle doors have been unlocked, allowing you to access any level.

**2** On the sports equipment level, after the second spine are five objects in a row, which in order are: some lips, a violin, an Earth globe, an ice cream and a snowman. The first letter of each of these added together spells out LIVE, which is an anagram of the word LIVES. Collect these in the correct order (Lips, ice cream, violin, Earth and Snowman) for infinite lives.

**3** At some point of the game, live don't know where, there are five objects that spell out the word POWER. Collect them in

the following order: Penguin, Oil, Mine, Earth and Racquet.

**4** Type in "THE LITTLE

MERMAID" during play (the border flashes when activated) for infinite lives. You can use these cheat keys:

Return: \_\_\_\_\_ infinite  
 (shift)(toggle)  
 F6: \_\_\_\_\_ 50 Hz  
 F8/F7: \_\_\_\_\_ 10/60 Hz\*\*  
 F: \_\_\_\_\_ Subside  
 P: \_\_\_\_\_ Pause\*  
 I: \_\_\_\_\_ Missiles\*  
 B: \_\_\_\_\_ Bomb Exit\*  
 S: \_\_\_\_\_ Level Exit  
 C: \_\_\_\_\_ Car\*  
 M: \_\_\_\_\_ Map select

5: \_\_\_\_\_ Save your current position in memory  
 G: \_\_\_\_\_ Level Start  
 F6/F8/Toggle timing: subside  
 \* Only one of these can be used on each individual level.  
 \*\* If you have a Meg or Super Agnus



entrance pipe. Just to the left there is a green stacking up rule, go over to it and pull yourself down and you'll find yourself on level six.

**2.** Type "BARKYARD" or "MAY" during play for on the title screen, then start the game and hit return and press return. Now return toggles cheat mode over! You will be protected by a floating fairy, meaning you are invincible and G removes inter level locks. Also, the bottom row of keys on the main board now skip through the levels (that's J,

X, C, V, B, N, M, and the comma, full stop, and divide sign). Pressing G on the numeric keypad should skip levels.

### JIMMY WHITE'S BOWLING

**1.** Enter Trick Shot Mode. At any time on the table press the F7 key followed by the F4 key and finally the F1 key. A double click sound will be heard. Return to the Control Menu and access the Demo-Mode Menu — these should be a third option — "DO AUBREY AND THE BOWLER". Select it, sit back and watch the computer

perform 147 breaks all day.

**2.** On a one player game, making a foul means the computer will take a shot instead of letting you take yours. To overcome this, when you are told you have fouled, press both mouse buttons together until you are given a shot.

**3.** After all the reds have gone you can choose which colour is posted next by pressing: 1 for yellow; 2 for green; 4 for brown; 5 for blue; 6 for pink; and 7 for black.

### LEISURE SUIT LARRY

**1.** Press the ALT key and X to get past the proof of age questions.

**2.** Look at the cheat for all the Seven's games.

### LEISURE SUIT LARRY 2

**1.** You can go to any location in the game by hitting ALT-D and entering (TP). You are asked for a location number, so try 000 000.

**2.** Take the ticket to the students and host.

**3.** Look at the cheat for all the Seven's games.

### MAGICLAND DIZZY

During play, press P to pause the

01 Level 1-1	26 Level 7-2
02 Level 1-2	27 Level 7-3
03 Level 1-3	28 Level 7-4
04 Bonus Level 1	29 Level 7-5
05 Level 8-1	30 Level 8-1
06 Bonus Level 2	31 Level 8-2
07 Bonus Level 3	32 Level 8-3
08 Level 8-2	33 Level 8-4
09 Level 8-3	34 Level 8-5
10 Level 1 & 3 Boss	35 Level 8-6
11 Level 5 & 6 Boss	36 Bonus Level 9
12 Level 7 & 8 Boss	37 Level 9-1
13 Level 9-1	38 Bonus Level 10
14 Bonus Level 4	39 Level 9-2
15 Level 3-2	40 Bonus Level 11
16 Bonus Level 5	41 Level 9-1
17 Level 3-3	42 Bonus Level 12
18 Level 3-4	43 Bonus Level 13
19 Bonus Level 6	44 Bonus Level 14
20 Level 4-1	45 Bonus Level 15
21 Level 4-2	46 Bonus Level 16
22 Bonus Level 7	47 Bonus Level 17
23 Bonus Level 8	48 Hard Level
24 Level 4-3	49 Level 9-2
25 Level 7-1	50 End animation









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## DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES

• THE ORIGINAL AND THE BEST •

CHEATS GALORE

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(Last week's message 0891 101 235)

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STREET FIGHTER 2.....0891 445 940

MORTAL KOMBAT.....0891 445 937

CHUCK ROCK 2.....0891 445 942

SHADOW OF THE BEAST 1,2 & 3.....0891 445 943

DESERT JUNGLE STRIKE.....0891 445 937

CHAOX ENGINE.....0891 445 936

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ALL CHEATLINES ARE UPDATED WEEKLY

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### STREET FIGHTER 2

1. Start the game in one-player mode, and move to the character select screen. Realize the cursor over Blanka, but don't press fire to choose him. Instead, type the word PARENTHESIS. This will only work if you time it correctly, holding down each letter for the same amount of time (about three seconds). The border of the screen will flash yellow as soon as the final letter is hit. Once entered, informing you that the invincibility cheat is active. During play, you can restore your health to full by pressing P16. This works

as many times as needed, and stays active throughout your game. This cheat also works during a two-player game.

2. Start a two-player game, choose characters normally and begin fighting. During the bout, press P to pause, then type in 76222 making sure that you use the figure 7 from the top row of keys, not the numeric keypad (if you've got one). The border will flash yellow again to indicate the cheat's up and running. Combat restarts and you may either finish the current fight or return to the character selection screen by

pressing P to pause, and then escape. It is now possible for both characters to select the same player. Player two will have an arrow over his head.

### TIME MACHINE

Type in "0027" on the high score table, so that you can level skip by pressing the relevant number. Also it and select particular rooms.

### TREASURE ISLAND DIZZY

Type in "CAN FLY" during the game, then stand on the edge

of the beach and jump right. Fly across the water until you see the top of a mast sticking out of the water. Push up and see what happens.

3. For moving around the map, stand as near to the water as possible, hold down the keys that make up the word "FIRE" and the quarter. Now when you press C, you disappear, and pressing the quarter makes you reappear. When you have disappeared, pressing B moves the map around.

3. Type in "BOGOMNDS" for immunity.



## Archer Maclean's Pool

1 Go into trick shot mode and type in the code V12P. You will hear a double click. Go into the demo menu and you should see a new menu. Select the players for a demonstration mode and make the computer play itself. The score will be logged to disk automatically, so you can leave the game playing. This app you can find out the actual abilities of each player.

2 If you're about to lose against the computer while playing 9 Ball, press the Escape key just as it's lining up for the last remaining ball. This will cause the cue ball to follow the 9 into the pocket, leaving you to aim and pot the ball to win.







WHEN THE STREET JUST AINT  
TOUGH ENOUGH...  
GO PLAY IN THE PARK



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# Letters

Thanks for all the letters folks! Our mailing's been stretched to bursting point this month — I know that's what everyone says in their letter introductions but in this case it's true! From this issue onwards there's a free game — chosen by the winner — for letter of the month, so put pen to paper and let us know what grips you, what you like to rave about and what you think of the new-look Amiga Force... and, of course, what game you'd like if we reached your letter's interesting enough. Here are this month's selection of scorchings...

## A1200 HORRORS

Dear Amiga Force,

I have read with interest several letters regarding the A1200 and also the Wordsmith system. My A500 had a fault and I expected a repair to take weeks so I invested in a A1200 — Desktop Dynamic version. The Wordsmith program is a pain, in order to write this letter to you I have had to change disk 10 times.

The Amiga Textbook actually works on the A1200 — quite a

Anybody want buy a A1200? I now want to post this letter so I have to change discs yet again!  
T Lloyd

Not too happy with your new A1200 then 'T T' It's true that some games will give you a few problems when it comes to loading. This is because of the different chips inside the new machine. A trick you can try is to hold down both mouse buttons while inserting the A1200. This brings up a special 'boot catch' screen that allows you to switch different chip sets on and off and change things like screen format. Play around with the options here and try rebooting from your game disks. I've just tried it out on Fantastic Story and the game

loads no problem using this method, but refuses to otherwise. Alternatively, T2-Bit Software can, for a small fee, furnish you with a program called Disk 5.3. Using this disk will, according to T2-Bit, ensure up to 85% of previously incompatible software works fine. Their address is in this month's Public Domain pages.  
Nick

surprised, so I will use that. I just tried to put in an extension card and the request came up for a 140k disk change so I will forget punctuation. About 40% of A500 software works on the A1200 despite what the salesman may tell you and it is very difficult to buy new games that run. Games that started to load — it got as far as the title screen, I have been back and forth from the shop about 10 times trying to get something that works. I have ordered and paid for games by post but a month later I am still waiting. Jimmy White's Snooker loads and you get your cue all charged and ready — put the ball and the game crashes. To add insult to injury the repair to my A500 only took a week.

## SNES CONVERSION?

Dear Amiga Force,

One of all I'd like to say I am new to the Amiga and yours is the best Amiga mag. I have tried all the others. Could you answer these questions please?

1. Is Starfox ever going to come out for the Amiga?  
2. Is RoboCop 3 Terminator going to come out for the Amiga?

3. What is the best shoot-'em-up around?

Thank you if you print my letter and for producing such an excellent magazine.  
James Brooker, Norwich

Come again? Did you ask whether Starfox, the 3D space war game using the Super-EX chip on the Super Nintendo, would be converted to the Amiga? Have you ever known

Nintendo to allow any of their games to be converted to any other system other than a Nintendo? No, so it's highly unlikely. Pity

though, games like that and Super Mario World could easily be created on the Amiga.

Virgin have no plans to make an Amiga version of RoboCop 3 Terminator and that's quite a relief really — other versions of the game I've seen haven't been that impressive. As for shoot-'em-ups, the word in the office is that Project X from Team 17 is the best there is — at the moment, it only costs £12.99 too!

Nick



SUPER NINTENDO



*A Body Blows Galactic* worth trying if you've already got *Street Fighter II*. See the letter below for an answer!



## DECISIONS, DECISIONS

Dear Amiga Force,

Are there any plans to release an enhanced A1200 version of *Frontier*? (By the way, which game should I buy: *Championship Manager '91* or *Body Blows Galactic*?) I have *Street Fighter II*.  
Rufus Ali, Manchester

According to our release schedules there is no A1200 specific version of *Frontier* at the moment — but there is a CD32 version in the pipeline, so Gametek may decide to release a roll-down A1200 game from that. Don't hold your breath, though. As for the two games you asked about: It seems a bit of a strange question because they're both so different! If you've already got *Street Fighter II*, though, you might like to try the football management game instead of another beat-'em-up.  
Nick



08-52E: Earth Guttery, Miles  
Adam Hume, 7 years  
Oliver

## HIRED HELP WANTED!

Dear Amiga Force,

I recently bought *Mind Games*, after reading your excellent review, and one of the big attractions for me was the ability to customise the character graphics. However, I am having great difficulty in doing this. I have an Amiga 500+, and the paint package I use is Deluxe Paint 3. I seem to be able to save my own

## CO SEARCH

Dear Amiga Force

This Christmas I purchased an Amiga CD32 for my three children and myself. As a family that has stepped from a Commodore 64 up to an Amiga CD32 you could say we've had our brains blown out! However, in an epic quest for software (YES IT IS OUT THERE, IT'S JUST SLOW GETTING ONTO THE 140K/125) we were very disappointed with the Amiga's representation in the shops. In most shops that sell this machine (DO NOT) have it set up (AND WORKING) whereas all the other machines are lit up, hands-on and going places. But the Amigas are just sitting there like top model cars (DON'T TOUCH THE PAINTWORK).

So if the software houses and the public are going to support this mean machine then it has to be seen and heard and ready for some hands-on action. Remember Commodore, it's the young customer that decides which machine is the best (or others just laugh up the duff) SO SHOW



THEM THE GOODS.

St Fagg, Kent

Yes, I've found the same situation as you Mr Fagg. With the exception of the Tandy shops who had a CD32 demo running in all its glory, the console hasn't really been pushed in the high street. Strange when you think the machine is capable of running its own multimedia presentations and could blow away the Mega-CD in the shops. Come on Dixons, Currys, Woolworths and the rest of you. Set the console in your shops and show off the future of computer gaming. Congratulations. You've won this month's Letter of the Month award! Please write in and tell me what CD32 game you would like as a prize.  
Nick

## READ THE TIPS!

Dear Amiga Force,

I'm having trouble on *The Secret of Monkey Island* with getting the bloody bird from the governor's mansion. I've struggled for mad, mad, mad, deadly pirate puzzles and can't get any further except for bawling Peter (Shirley). Please, please, please tell me how to get it out of my hair to pull. I'm running out of things to break and I'm running out of excuses for you to print my letter.  
Brian Mitchell, Dundee

All I'm going to say is... turn to page 62 now!  
Nick

## ADVENTURE HELP

Dear Amiga Force,

Thanks for the best mag on the market. Your game reviews are excellent and your tip pages brilliant. After using that I must agree with Paul Walker of Warrington that an adventure-only tip section would be a great addition to your already fantastic mag. Being an avid adventure magnut, I know what it's like to come up against a problem that seems unsolvable. You think you've tried everything, you've



Do you really want a section full of screen shots like that?

Just half a dozen mental breakdowns, swathed all in your best china and furniture in frustration and come close to using the design hammer on your Amiga. It's at times like these when your only option is to write to an Amiga mag (unfortunately Amiga Force!) in the hope that some godlike person will read your pitiful plea for help and have mercy on you.

Anyway! For one hope to see an adventuring tip section included in the near future so myself and many other adventurers won't have to spend any more sleepless nights stuck halfway through a game.  
Russell Gold, Llandudno

Up to now we've been covering adventure games in the normal playing tips section. Just check out our solution to *The Secret of Monkey Island* this issue — or are you referring to text-based games? We've never had a regular adventures solutions section and you're not the first to ask for one. All I can say is it's being considered. Keep your eyes to the page and you might find one soon...  
Nick





## DILEMMAS DOWN UNDER

Dear Amiga Force,  
The fiasco here is, after a lot of consideration I gave my A500 a good clean and sold it to my local pawnbroker. The Amiga had been my companion for the last two and a half years and had given very good of it. It's given me many hours of entertainment and occasionally gave my carmate evening friends some fun too.

It was time to move onto an updated Amiga, so I saved just enough money to buy one. I raced over to my local computer store, stepped inside and looked around. I found at least 30 people crowded around the C642 and about 10 around the A1200. Both of these Amigas looked very impressive but I couldn't buy one until I tried them both out.

I looked over to the C642 and waited in line for at least 20 minutes, then finally the control pad was handed over to me. I started playing and found it to be very atmospheric with excellent graphics and superb quality sound. The experience was wild. I handed over the control pad to an old lady and walked over to the A1200. By the time I got there no one was playing it so I grabbed the joystick and got stuck in. It also had excellent graphics but the sound wasn't as good.

If I had the money I would have bought both, but I didn't so I decided that the machine I was going to get was the one which is made better, and the one which lasts longer. To find this out I went to the shop owner and asked him, but he didn't know. So I decided to ask you. Can you please tell me which Amiga is better made and which one lasts longer?

The sooner I know the sooner I can stop being bored.  
Andrew Willoughby, Adelaide, Australia

Well you got there in the end didn't you, Andrew? It's an odd question you've asked. Both Amigas are extremely well built and with tender loving care should last you the rest of your lifetime (as until an Amiga Virtual Reality wonder-computer is launched). The advantages of the A1200 are that it has a keyboard and disk drive

## TAKE TO THE SKIES

Dear Amiga Force,

Recently I've been on the lookout for a flight sim but I don't know which to get. People have told me Birds of Prey is good and others say that it's crap and that Combat Air Patrol is better. Which do you think?

Also, is there a cheat for Chuck Rock 2? If there is, could you please tell me?

Jonathan Codd, Wiltborough, N. Ireland

According to the 'experts' around the AMIGA FORCE office there are a couple of flight simulations worth looking at, namely F-15 Strike Eagle II and

which makes it ideal for flight simulations and applications like word processing, as well as having great games. But then, Commodore have a keyboard and mouse upgrade kit on the cards for the C642 and a CD drive for the A1200 which should even the two machines up a bit. If you want the computer safely for games then the C642 is your best bet as it has a massive storage capacity, the ability to have amazing extra sequences and CD quality sound. You can now also plug in a Full Motion Video cartridge to watch the latest films and music videos on CD. Of course, normal CDs run on it as well! The decision's up to you I'm afraid.  
Nick

## DESPERATELY SEEKING...

Dear Amiga Force,

Can you help me? I'm an Amiga owner who's desperately trying to get hold of a copy of an old war game called *Jumpjuggles*. If you could point me in the right direction I'll give you my Grandmother. She's searched everywhere and I'm now suicidal.  
Mr WJ Styles

Mops, never heard of it and I don't really want your Grandmother, thanks very much! Try phoning around some of the mail order companies that advertise in Amiga Force. They might be able to help.  
Nick



F-15 Stealth Fighter. They're both now out on Risc II, re-release so check them out.

There is a cheat for Chuck Rock but not Chuck Rock 2 yet — sorry!  
Nick

## THE SENSIBLE CHOICE

Dear Amiga Force

I am going to get a game for my birthday and I was wondering what game to get. I'm a bit of a soccer fan and I was thinking of either getting Sensible Soccer 80/90 or Gd. I have rented out the first version of Sensible Soccer but I was not that impressed. I did like the depth of all the tournaments and stuff though. I have also rented out Soccer and thought it was quite good. I have Manchester United Europe.

I see that Sensible Soccer 92/93 is at the top of the Reader's Choice. I really want an addictive and lasting game. I suppose it doesn't have to be a soccer one, just a good game that will last me a good while. You are always raving on about Sensible so it must be good!  
Stephen Hay, Blackrock, Ireland

I think you've annoyed your own letter there Stephen! Everyone in the Amiga Force team (with the exception of myself because I hate soccer since) loves Sensible Soccer in any shape or form. The latest one we've got is on the C642 and I just can't get Miles and James off it!  
Nick

Thanks to everyone who contributed letters this issue. If you want to know anything about the Amiga or comment on AMIGA FORCE just drop me a line at this address: LETTERS, Amiga Force, Impact Magazines, Ludlow, Shropshire SY8 1JW. You could win the game of your choice if yours is the letter of the month...

## CANNON CALAMITIES

Dear Amiga Force

Please help me. I have been searching... endlessly searching... And the object of my quest? It's certainly not Autumn Gold Cider. The blame lies entirely with Sensible Software and their excellent new game Cannon Fodder.

It was all going so well until I downloaded upon Mission 19. Now the game is 'really' starting to take the p\*ss!

I have almost pulled all my hair out and what I have left has turned grey. Can you guys help me? Is there anything out there...

I must go now as those nice in the white caps are coming up the drive. Help me Obiwan — you're my only hope!  
J Matthews, Birmingham

Well you are in a pickle, aren't you? As bad as that would have it we'll be (hopefully) bringing you a players' guide for this excellent game in the next issue. If anyone out there wants to send in any tips for the game, especially Mission 19, then they could stand a chance of winning the game of their choice!  
Nick



# Subscriptions & Back Issues!



## ISSUE SEVEN

Mothers and Flashbacks. Complete maps and tips for The Chaos Engine, Sink or Swim, Lemmings 2 and Ready Rumble! Puzzle games roundup.



## ISSUE EIGHT

Amiga CD32 revealed! Tips and maps galore for Morph, Ready Rumble, Flashbacks, Sink or Swim and both Lemmings and Lemmings 2!



## ISSUE NINE

The great fourth-act up Body Blows has five parts on the cover. Fantastic Park reviewed plus loads of tips on Quench 2000, Lost Vikings and Syndicate.



## ISSUE TEN

Hard Guro reviews. Strategy games rounded up and tips for Synthesia, War 2 and War in the Gulf.



## ISSUE ELEVEN

Combat Air Patrol reviewed and more Synthesia tips plus a complete section for the new-found graphic adventure game Lode.



## ISSUE TWELVE

Brutal Sports Football review. The new shoot on Premier Manager II and European Champions plus Hard Guro tips.



## ISSUE THIRTEEN

Progenitor II review plus a special run-down of everything available for the CD32 and a free 1994 calendar.



## ISSUE FOURTEEN

The grade 1st Mental Combat returns to the Amiga! Premier, Gridiron II and Micro Machines tips and yet another CD and PD round-up.



## ISSUE FIFTEEN

Cool Sport focuses onto the Amiga in a cool platform game. The turtles also reviewed! Plus Alien Breed II and Mental Combat players' guides.

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# The Games Guide

We've reviewed hundreds of games over the months in **AMIGA FORCE**, and thought it time to put fingers to keyboard and compile the definitive guide. Unfortunately, as we're including budget and re-release software, we suddenly realised that six pages is woefully inadequate for such a gargantuan round-up... in other words, you get part two (from 'L' onwards) next issue.

## \*ALLO! ALLO

Alternative, £34.99 APTS 40%

■ **Nile Nile?** Yeah, we remember that. When you consider the essentially unconvertible



nature of the TV 'show', it's difficult to see how Alternative could produce anything but a platform game with adventure overtones. Thing is, it's not even a good example of the genre. Usually we'd say something along the lines of 'what a shame!', but to be honest we're too long wondering why anyone would want to produce a game based on one of the BBC's most insipid 'comedies'.

## 4TH & 10TH

The Hit Squad, £9.99 APT 5%

■ 4th & 10th received the rather dubious honour of being awarded AP's lowest-ever score back in Issue Seven. In fact, it's so bad we can't bring ourselves to write anything more about it — not even a full stop at the end of this sentence.

## 666 APTACE 508

The Hit Squad, £12.99 APT 81%

■ Above-average submarine sim, marred only by the unpopular nature of its genre. Still, if you dig this kind of thing, you'll get a bundle over it. Probably.

## 8889

Flax, £26.99 APT 60%

■ A Flax game not involving Trails or Elina? Surely not!

## A-TRAIN

Maxid/Over, £34.99 APT 84%

■ It's a neat variation on the Sim City theme, but, unlike the aforementioned, A-Train takes some getting used to. Perseus, however, and Maxid's railroad-tim-up can be as rewarding as it is entertaining — especially on the A1200 where it benefits from increased speed.

## ABANDONED PLACES 2

Ico, £34.99 APT 48%

■ Well-meaning but ultimately flawed RPT. AB2 offers little originality, and even its graphics — though an improvement over its predecessor's — are largely made-up of generic rooms and corridors, and we all know how boring they are. Look out for legends of Velour instead.

## ADRENALYN

Global, £3.99, APT 40%

■ To call *Adrenalyne* a poor man's *Speedball* or *Speedball 2* would be... sort of. Poorly-designed and lacking any real character, it's the sort of game not even a low price-point can excuse.

## ALIBI CHICKEN

Minispace, £25.99 APT 87%

■ We know it's all been done before, and we're fully aware that lots of it could get tedious, but *Alibi Chicken* is pure class. His poek and discombob are marvellous, too.

## ALIBI 3

Minispace, £25.99 APT 79%

■ *Alibi 3* is an enjoyable platform game, based loosely on the film of the same name, and identical to its Mega Drive counterpart. Thing is, have you seen *Alibi* or the *Super Nintendo*? Why couldn't they convert that version to the Amiga? Bah.



## ALIBI BREED 2

Team 17, £26.99 APT 86%

■ A vast improvement over its low predecessor (if you include the tweaked special edition), *Alibi Breed 2* is an excellent, if difficult shoot-'em-up-arcade adventure. Sure, it owes a great deal to old titles such as *Gauntlet* and it hasn't the pace of *The Chaos Engine*, but with two players it's a blast.

## ANABAN INQUEST

Krisalis, £25.99 APT 65%

■ A standard platform game with a few shoot-'em-up subgames that somehow don't 'gel' with the rest of the action. Still, it's polished and playable, if a little lightweight on the usability front. One for younger gamers.

## ASSASSIN

Team 12, £25.99 APT 36%

■ Assassin's a fair blast if you're into platform blasters, but it lacks a certain 'oomph' that leaves the series appearing to be cardboard cut-outs, the action sappy after a few week's play.

## B17 FLYING FORTRESS

Microspace, £34.99 APT 68%

■ B17 tries to be an accurate simulation of WW2 bomber and, as far as we can see, it achieves that goal quite admirably. Problem is, who said flying bombers is fun? And did the gamers really have that much trouble shooting down enemy planes?

## BART VS THE SPACE MUTANTS

The Hit Squad, £9.99 APT 78%

■ Close conversion of the NES classic. On budget it's a fair little platform romp, but beware — it's not one for the easily irritated...



**BATTLE ISLE '90**

Blue Byte, £25.99 AFD 73%

■ Update of the acclaimed original, said to be a "traps" for avid fans until the sequel appears.

**BATTLE SQUADRON**

Global, £1.99 AFD 68%

■ Average two-player blaster with attractive graphics and average sound. Its main flaw is its ludicrously easy difficulty setting, but less competent gamers may find that an attractive aspect.

**BATTLESTORM**

TNA, (Amiga AFD) 84% (CD32/CDTV)

■ An old CDTV shoot-'em-up that just happens to work on the CD32. Worth a look — if you can find it, that is...

**BLAZERS**

Granatelli, £25.99 AFD 70%

■ Above average and on so-called platform games, almost worth the asking price for the blazer's variety alone. Level codes help relieve frustration, but in our opinion they're too few and far between.

**BOB BOB 2**

Beas Jolly, £29.99 AFD 68%

■ Average compilation, but only so due to the inclusion of the classic A-Type and A+. If you can pick either of those two on budget separately, do so.

**BILL'S TOMATO GAME**

Pygmalion, £25.99 AFD 66%

■ Not a very good puzzle game. If Pygmalion are trying to create a new Lemmings, they'll have to try a lot harder than this...

**BLADE OF DESTINY**

US Game, £25.99 AFD 60%

■ Planned FPS that could have been something special with better playtesting.

**BLADE BLAZER**

Zeppelin Platinum, £7.99 AFD 94%

■ Strange RPG/best-of-its-kind where characters are displayed in outline only. There's probably a little depth in playability in there somewhere, but we're dazed if we can find it...

**BLON**

Core Design, £24.99 AFD 82%

■ Strange arcade puzzle with an unusual approach to platforms. Definitely worth a look or two, but hardly worth its asking price.

**BOB'S BAD DAY**

Pygmalion, £25.99 AFD 69%

■ Ever seen the bonus stage on Sonic the Hedgehog? Bob's Bad Day owes a lot to that. Again, it's hardly the new Lemmings, but playable for a while. More suited to a budget release.

**BOOY BLOWS GALACTIC**

Team 17, £25.99 AFD 91%

■ If you liked the original Andy Blows, this may be the game for you. If you didn't, steer

well clear — it's essentially more of the same, but with a ridiculous plot and crap characters. Desperately over-rated by the previous AF team, we're afraid...

**BOOY BLOWS**

Team 17, £25.99 AFD 83%

■ Booy Blows pales in comparison to Street Fighter II on the Super Nintendo (in our opinion the best best-'em-up ever) but at least Andy beats 'em-up go... well, it's alright, isn't? Not to mention better than its platform sequel.

**BOSTON BOMB CLUB**

Games Worth Playing, £5.99 AFD 78%

■ Over-average puzzle game and at a budget price. Who can complain about that?

**BRIDES OF DRACULA**

Zeppelin Platinum, £8.99 AFD 92%

■ It's his! It's his! Rice whips, though.

**BRUTAL SPORTS FOOTBALL**

Millennium, £25.99 AFD 94%

■ An absolutely superb Speedball 2-beater, with blood, violence, more blood and lots and lots of extra violence on top, it's a killer of a one-player game and single sports with two. Possibly Millennium's best release to date.

**BUDGEMAN**

The Hit Squad, £12.99 AFD 85%

■ Best-'em-up with a local perspective on the theme — going straight for the kill is frowned upon and ultimately an unsuccessful tactic. Strategies are important (even essential) for winning, although the lack of any real pace may be a turn-off for some fans of the genre.

**BUG BOMBER**

Kingsoft/MSI, £25.99 AFD 79%

■ A playable single-screen puzzle/race game that has a lot in common with Hudson Soft's Dynablasters. It's slightly more playable with one player, but nowhere near as good as Dynablasters with two or above. Ask anyone and they'll tell you that.

**BULLY'S SPORTING DARTS**

Alternative, £9.99 AFD 71%

■ Darts isn't a sport that lends itself to conversions, but the cheap Alternative offering isn't a bad effort. One for enthusiasts only, though.

**CANON**

Impressions, £25.99 AFD 86%

■ Impressing God game in the style of Sim City. It's got depth, looks, a user interface that soon becomes intuitive and all at a fairly reasonable price. Cool.

**CANNON FODDER**

Virgin, £25.99 AFD 90%

■ Another game rated badly by the previous Amiga Force team — Cannon Fodder is easily one of the greatest computer games ever. Superbly programmed and designed, it's an essential part of anyone's software collection.

If you don't already own a copy, get out and buy one NOW!

**CAPTAIN DYNAMO**

Codemasters, £3.99 AFD 68%

■ Enjoyable if basic budget platformer. It's hardly the stuff of wet dreams, but reasonably playable and most of all, cheap.

**CARDIAC**

Team 17, £10.99 AFD 26%

■ A rare dual team Team 17 — this budget basketball version of the aging Cardiac isn't anywhere near the quality we've come to expect of them.

**CARIBAGE**

Zeppelin, £7.99 AFD 70%

■ Average Super Sprint game. It's not overwhelming in any respect, but certainly worth a laugh or two in two-player mode.

**CHAMPIONSHIP MANAGER '93**

Bemtek, £25.99 AFD 85%

■ Football management games are a funny breed. This update of the original Championship Manager is easily the best ever, with ample statistics, information and clever computer intelligence. The only thing not in its favour is that it has a tendency to crash occasionally, ruining your entire season (and game, if you're not backed-up the disk) and to it's a wee bit slow. Still, the latter criticism almost cooks in the game's favour, giving a feeling of weight and time to proceedings.





## THE GAMES GUIDE

## The Games Guide!

## COOL SPOT

Virgin, £29.99 APTD 86%

■ Jolly platformer converted from the Mega Drive original. The animation on 'Spot himself' (or should that be itself?) is superb — it's only the gameplay that lets him down somewhat.

## COOL WORLD

Down, £25.99 APTD 58%

■ Nice music tie-in, with little gameplay content and decidedly 8-bit design (and load & hit as well). Even the little, scary, cartoonish of Kim Basinger on the title screen don't do much to make Cool World worth the redies.



## CHASE HQ 2 — SCI

The Hit Squad, £9.99 APTD 45%

■ Dire conversion of the coin-op. Still, the arcade machine won't much cop (no pun intended) anyway — its predecessor, Chase HQ was far better... but not on the Amiga, so.

## CHUCK ROCK 2

Cave Design, £25.99 APTD 76%

■ Nice platformer with excellent cosmetics, but frustrating gameplay due to a lack of a password system. It's better than the original, though...



## COSMIC SPACEHEAD

Codemasters, £25.99 APTD 62%

■ Fun arcade adventure in classic CodeMasters style. It's a bit too easy for seasoned gamers, but kids will love it. Monkey Island with 'I' plates.

COVER GIRL STRIP  
POKER

On-Line, £200 much  
APT 16% (CD12)

■ The only 12, you'll see if you buy this... it yourself when you look in the mirror. They're not real, play! They're pixels. Go out and meet REAL women and strive to see the genuine article, just like everyone else with a life does. But DON'T buy this

patial pokerroom hybrid.

## CRASHY CARS 2

Fox Hix, £9.99 APT 36%

■ Awful driving game with one major flaw — the car never centres. Cris-crossing at high speed may sound like fun, but it's annoying and unenjoyable, just like the rest of the game. **CRYSTAL KINGDOM DIZZY**  
Codemasters, £19.99 APTD 67%

■ Well it's Dizzy, isn't it?



## CRYSTALS OF AMERICA

Games Worth Playing, £12.99 APTD 66%

■ Above-average EPD with attractive graphics and many locations to visit. If you've got the patience.

## CURSE OF INCHMANTIA

Core Design, £34.99 APTD 68%

■ Enjoyable point 'n' click game with pretty graphics and an enjoyable storyline. It's also somewhat overpriced...

## CYBERPUNK

Core Design, £25.99 APTD 71%

■ Can you imagine Alan Breed, Countertop and The Chaos Engine rolled into one? We reckon the programmers of Cyberpunk are certainly able to, and have...

## CYTRON

Polytechnic, £29.99 APTD 68%

■ Utterly overpriced and shallow plan-view puzzler/blaster with pretty graphics and so-so gameplay. Its soundtrack's pretty good, though...

## D-DAY

US Gold, £25.99 APTD 34%

■ One of US Gold's weakest titles. With three sub-games, D-Day's a jack of all trades. Play it doesn't excel at any of them...



## DGENERATION

Mindscape, £25.99 APTD 69% (CD12)

■ Enjoyable puzzle game blasting based CD release. There are no enhancements, so the



## COHORT 2

Impressions, £25.99 APTD 69%

■ Poshie wargame with the single redemption that, should you own it, you can play out battle sequences from Games on it. Not that anyone would want to, of course...

## COMBAT AIR PATROL

Polytechnic, £20.99 APTD 67%

■ Enjoyable flight sim that doesn't do much that hasn't been done before. Will be appreciated by aviators, though...



gameplay's the same as the floppy version — and you know what? That's not bad thing.



#### DALEK ATTACK

Amiga Software, £16.99 AFD 64%

■ Playable direct 'rim-up with platforms and, of course, Daleks, its most recognizable feature is that it has a flame last seen in Jet Set Willy — but from a high building, and it's odds-on you'll restart at the same fatal point again, and again, and again...

#### DEEP CORE

Ire, £25.99 AFD 85%

■ Playing like a poor C64 game, Deep Core's hardly the best of games to draw off post Amiga with. Still, avid cartographers may enjoy exploring its many corridors and rooms...



#### DIAMOND STRIKE

Electronic Arts, £29.99 AFD 84%

■ Excellent conversion of the Mega Drive classic that is — think — coincidentally better on the Amiga. With varied missions, superb graphics and a superb Jason Mitchell soundtrack, it's worth every penny of its price tag.



#### DIGGERS

Millennium, £29.99 AFD 83% (C64)

■ It's hardly revolutionary, not the sort of game to sell the C64 (it's an in-box title) and it's a wee bit on the slow moving side, but Diggers is fun enough — if you have the patience to stick with it...



#### DINOSAUR DETECTIVE AGENCY

Alternative, £16.99 AFD 71%

■ Yeah, great. A game with Dinco in it.

#### DISPOSABLE HERO

Gremlin, £14.99 AFD 88%

■ Compulsive blaster with almost enough power-up, colour and explosions to rival Team 17's Project X — but emphasis on the 'almost'...



the blend, after the TV show of the same name).

#### DOGFOIGHT

Microprose, £14.99 AFD 48%

■ The idea behind Dogfight is sound enough — choose from various modern and historic aircraft and have, quite simply, dogfights — but sadly the implementation's not half as good as the concept.

#### DOOD DANI

Europress Software, £25.99 AFD 70%

■ Standard platformer. It's a rare occurrence for Europress Software to release an arcade game — we can't recall seeing any others — but if they want to make an impression as more than an educationality company, they'll have to try harder than this...

#### DOODLEBUG

Cora, £25.99 AFD 73%

■ Console-style platformer. Doodlebug's most remarkable aspect is that it was put together — that's everything from graphics to sound to coding — by one person. In these, the days of the development house with huge teams working on single games, this is an unusual happening.

#### DREAMLANDS

Simsari, £25.99 AFD 85%

■ Well, it's an RPG. Oh, and it looks good too.

#### DUNE 2

Virgin, £25.99 AFD 86%

■ Superb strategy game with all the gloss and polish we've come to expect from Virgin.

#### DOO THE DUCK

Zeppelin Platinum, £9.99 AFD 23%

■ One platform game. Odd moves as if he really has got a hand up his bottom, with other sprites appearing to have two. Avoid like the plague.

#### DRIFT

Lozsoft, £25.99 AFD 93%

■ We're not sure if Lozsoft were intending to out-thatch Delphine with this gorgeous-looking (at a largely playable price), but one thing's for sure — they didn't succeed. Still, the designer's got the obligatory burn and tilt that noble while he runs, so if you're the type who likes that kind of thing...

#### EUROPLUM CHAMPIONS

Ocean, £25.99 AFD 75%

■ Well, it's not Sensible, is it?

#### F-19 REBALANCE

The M4 Squad, £12.99 AFD 72%

■ D'D's first big game for Ocean. Recently released on budget, it's a fair simulation, but also, only compatible with Amiga and A2000s...

#### DIZZY — PRINCE OF THE POLKAPOLK

Codemasters, £7.99 AFD 79%

■ Utterly cheerful and too-cute-by-half Dizzy adventure. It's the easiest of the world's outings, and originally appeared as a special extra on a compilation. As a stand-alone game its feasibility is questionable.

considering the — admittedly low — price tag, but hey — it's great fun while it lasts...

#### DOC CROCK'S OUTRAGEOUS ADVENTURES

Zeppelin, £7.99 AFD 45%

■ Doodly platform romp with (blatantly apparent) 8-bit origins. One to avoid, even on re-release (it was originally known as Round



## THE GAMES GUIDE

## The Games Guide

## FIREFORCE

Kick, £25.99 AFD 50%

A cross between Green Beret and Eagleman Force, Fireforce is playable enough. However, it lacks any real liberality

and, quite frankly, charging £25 quid for it is ridiculous.

## PST FIGHTER

Zeppelin, £5.99 AFD 10%

And Fighter is by far the worst beat-'em-up we've ever encountered. It's only redeeming

feature is that you can re-format the disk to use on something else, and use duty anyone to name a worse attempt at coding in on 1989's Street Fighter 2/Mortal Kombat hardware.

## FLASHBACK

UE Gold, £29.99 AFD 100%

Following the departure of Delphine's master coder Eric Charet, some wondered whether the French development team could ever top previous classics like Another World and Cruise for a Copcar. However, Flashback is better, bigger, brighter and more innovative than its predecessors — but will there be a sequel? We can but hope.



## FUMBO'S QUEST

Kick, £3.99 AFD 60%

We can remember Fumbo's Quest on the C64, where its vibrant colours and clever layers of gameplay impressed a great deal. The game wasn't that much fun after a while, but hey —

it looked good, and was re-released on budget (C64) roughly a year after its original release. The misdeed of this story? Well, there isn't one, to be honest, but if you take it as read that the Amiga version is virtually identical to the C64 one, it's not really worth shelling out one, is it? Younger players may appreciate its charms, though.

## FRONTIER

Gemtek, £25.99 AFD 90%

Superior to David Braben's Elite. While Frontier undoubtedly an astounding technical achievement, on 16-bit machines it's too slow and jerky (making combat sequences largely unplayable). If you're a proud owner of an A1200, this could be a must-buy.

## FURY OF THE FURBER

Mileage, £25.99 AFD 85%

Well, it's got fairly things in it...

## GALACTIC WARRIOR RAMP

Alternative, £5.99 AFD 75%

Galactic Warrior Rats is very close to

## DWAYNE SHWARZKOPF

ILLUSTRATION BY JONATHAN



Pygmy's Cytron in terms of gameplay and design. But its average graphics, Ram beats the full-price effort hands down — and all at approximately £20 cheaper. Makes you think, doesn't it?

## GEMTEK

Global, £7.99 AFD 80%

Charming gem-busting puzzle. If you can forgive the shameful pictures of scantily-clad girls, you may find this cheaper-'em-up a real diamond of a game.

## ORIGINAL GLADIATORS

Virgin, £25.99 AFD 75%

Above-average but awfully easy platformer. Converted from the Mega Drive original, it's similar to Cool Spot in many respects, but while younger console owners may lap this kind of game up, more mature Amiga owners don't. Or do they?

## GOLDEN

Pygmy's, £25.99 AFD 55%

Interesting but flawed platform/puzzle game. And no, it's not the new Lemmings. Try again, Pygmy...

## GOAL

Virgin, £15.99 AFD 92%

Superb soccer game. It's not as good as Sensible — let's face it, what is? — but it's certainly a darn fine game. It's also pretty cheap.

## GOBLINS 2

Cosmic Vision, £25.99 AFD 80%

Cute and often genuinely amusing point-to-click adventure. It has its fair share of flaws — in particular, its disk accessing is bloody annoying — but its charm and sometimes hilarious puzzles more than make up for them.

## GOBLINS 3

Sims, £25.99 AFD 80%

Not bad, but not as good as its predecessor. GRAHAM GOODCH WCC Audio, £25.99 AFD 65%

Mildly enjoyable cricket sim — probably the best ever, cricket not being the most convertible of sports. Terrible music, though.

## GRANDSLAM COLLECTION

Grandslam, £25.99 AFD 35%

One collection of old (and very crap)

Grandslam releases. Don't even consider buying it.

## GUNBOAT

The Hit Squad, £12.99 AFD 40%

It's a sort of water-related simulation, isn't it? It's not very good — so I suppose you'd better use some terrible sunning-up line for me

## F10 STEALTH FIGHTER

Kick XL, £13.99 AFD 80%

Said to be one of the best simulations ever, this Microprose offering is worth every penny on budget. Oh, and it's also one of the few games that can justifiably be put on an XL/Platinum/cheap-duper-yet-more-expensive design — the documentation that comes with it is pretty impressive.

## FACE-IT! ICE HOCKEY

Base, £9.99 AFD 10%

Good hockey game that's not even good enough to be mentioned in the same sentence. As. A. Hockey.

## FANTASTIC VOYAGE

Gemtek, £25.99 AFD 25% (C64/CDTV)

Crazy CDTV title that just happens to work on the C64. Marvelous. Fantastic Voyage will really set the world on fire, I'm sure.

## FASCINATION

Cosmic Vision, £25.99 AFD 94%

So-so point-and-click adventure with shoddy gameplay. Cosmic Vision's Globins 2 is far more enjoyable.

## FATMAN

Black Legend, £25.99 AFD 75%

Dodgy looking platform game. And what kind of name for a software house is Black Legend? They sound like one of those dodgy parlors of condoms. We'll forgive them, though — just as long as they don't start a budget label called Deep Black Intruders, they're cool with us.



## FINAL FRONT

Kick, £25.99 AFD 70%

So-so beat-'em-up that suffers from an unhealthy amount of in-game disk swapping. Worth a look on budget, but without a second drive, we'd not recommend it.

## FIRE AND BOMBSTONES

Kick, £5.99 AFD 52%

Dire Ghosts 'n' Gadgets done with irony and unimpressive gameplay. It's also full of bugs — even on the first few screens. Surely the gamesters should have noticed them!



always do) like "one for enthusiasts only." Now, that sounds about right...



#### GUNSHIP 2000

Microprose, \$34.99 AFR 96%

■ Superb sequel to the original classic, it's the set of game hard disks were made for, but it doesn't lend itself well to floppies. Check it out and love.

#### HARDWARE

The Hit Squad, \$9.99 AFR 47%

■ Dodge baseball 'em-up.

#### HARLEQUIN

GHI Squad, \$9.99 AFR 78%

■ Harlequin's strange. It's a platform game, yet it has a save game feature. In fact, it has a lot going for it, but doesn't enthrall in the way you'd expect. Try it out — you might be pleasantly surprised. It's cheap, too...

#### HERO QUEST

The Hit Squad, \$7.99 AFR 70%

■ Conversion of the Games Workshop board game. Atop Quest's play for a quick bust, but you never feel as if you're actually in control of any given situation. Buy the utterly superior Laser Squad instead — or, if you prefer the words and scenery game, try Lords of Chaos.

#### HIGH STEEL

Alternative, \$4.99 AFR 23%

■ No comment.

#### HURD GUNS

Papyrus, \$29.99 AFR 87%

■ Utterly superb arcade adventure. Up to four players can join in — the screen's split into four separate displays, each with a first-person perspective — and with a variety of missions to complete, lots of player interaction and superb cosmetics, Hurd Guns is arguably Papyrus' finest game to date.



#### HISTORY: 1994-1995

Blue Byte, \$34.99 AFR 91%

■ Well, it's a strategy game by Blue Byte, isn't it?

#### HOT RUBBER

Max Hitz, \$9.99 AFR 37%

■ If you want a decent looking game, get Super Mario-On or No Second Prize. Whatever you do, don't buy Hot Rubber — it's back.

#### MUCKLEBERRY MOUND

Alternative, Income AFR 21%

■ Disgustingly bad character license.

Alternative have their reasons — it's new and then they'll come up with something cheap 'n' playable — but this poor, sad excuse for a game isn't one of them.

#### AUDION HAWK

The Hit Squad, \$7.99 AFR 66%

■ Did you know that if you leave the joystick alone long enough while playing for most, as the case may be? Audion Hawk, a plane falls from the sky and crashes! Well it does. That's probably the best thing in the world.

conversion of the equally great movie. Last levels are near impossible to complete without a cheat mode (or Alt-Ctrl), so only those with God-like gaming skills are advised to give Hawk a try.

#### HUMAN 2

Gamerix, \$29.99 AFR 75%

■ It's not Lemmings. Secondly, it's not Lemmings. It never has been a Lemmings beater, never will be a Lemmings beater and it's... oh well it.



#### INDIANAPOLIS 500

The Hit Squad, \$12.99 AFR 44%

■ Fair race sim with speedy vector graphics and oval circuits. In fact, lots of oval circuits. Actually, one could say that all the tracks are oval, depicting Indianapolis 500 of a certain element of motory (oh no, which way do I turn this time?). It's more shakey-looking than its nearest rival —

Geoff Crammond's classic (and superior) FGP — so punks may enjoy it.

#### INT RUGBY CHALLENGE

Domark, \$25.99 AFR 18%

■ Unlithematically bad rugby bash. With a surely record-breaking number of bugs and glitches, an astounding lack of challenge and graphics that'd make a CGA blush, Rugby Challenge is utter crap.

#### INTERNATIONAL SOCCER CHALLENGE

Blizz, \$9.99 AFR 18%

■ So far, no-one's succeeded in mixing a first person perspective with soccer. This attempt's no better than the others — probably worse.

#### INTERNATIONAL TENNIS

Zeppelin, \$7.99 AFR 76%

■ So-so budget tennis sim. Its four-player option's pretty cool, but the lack of any serviceable tournament option proves to be a near-fatal omission. Still, it's worth a laugh or two if you've got a few minutes around to play it.

#### ISAR 2: MESSINGERS OF DOOM

Simulacra, \$29.99 AFR 81%

■ An RPG with superb graphics and absorbing gameplay.

#### ISAR: LEGEND OF THE FORTRESS

Dave, \$29.99 AFR 74% (100%)

■ Like its sequel, Isar: Legend of the Fortress is great to look at, but this A1000-specific version doesn't deliver any noticeable extras.

#### ISLANDER KARAN WIS

QWA, \$7.99 AFR 18%

■ Weak rendition of an essentially unconvertible sport. The only decent squish game on any computer is International Squash on the C64 by Zeppelin — and only in two-player mode at that. It's unlikely to be converted.

#### JAWS

Alternative, \$4.99 AFR 33%

■ Not so much 'blee dum... blee dum' as 'WHAT A LOAD OF CRAP, SHIT, it's cheap... AT 1000%

Respect, \$29.99 AFR 79%

■ Talk about a nostalgia trip! This is Mariner Attack for the 80s, and no mistake. It's slow to get started, there's too much disk accessing. It's utterly infuriating, yet particularly playable. It's like that, eh?

#### JOCKEY WISDOMS DARTS

Zeppelin Platinum, \$9.99 AFR 44%

■ Lard.

#### JOE AND MAC

Blizz, \$25.99 AFR 62%

■ Average console conversion. As two-player platforms go, it's far from die, but it's not the kind of game that'll set the world alight.

#### KOB

Virgin, \$29.99 AFR 90%

■ Utterly atmospheric and engrossing [I linear] point 'n' click adventure. It's as user friendly as you could hope for, with a well-written plot and instinctive user interface. Also, it's due out on budget later this year...

#### KOUGHTMARE

Microprose, \$14.99 AFR 63%

■ Confusing RPG. One for die-hards only.

#### KOUGHTS OF THE SKY

Kixx II, \$16.99 AFR 81%

■ Backed by many to be the best Amiga sim ever, it's certainly one of the most accomplished — and, bar Gunship 2000, it's the only really classic game from Microprose in a long time.

#### KOUGHT'S SUPER FUN HOUSE

Acclaim, \$19.99 AFR 79%

■ The original review in Issue Two of AMIGA FORCE pointed out that Kought's is a fun game... and well done to Acclaim and all that jazz. Thing is, Acclaim has interest in the Amiga scene (they being an American-based company — we all know how well the Amiga do in the states, don't we?) and decided to sell their products out to another software house...

#### KOUGHT'S SUPER FUN HOUSE

Virgin, \$29.99 AFR 73%

■ ...which happened to be Virgin, who eventually got 'round to releasing it. Humm...



## THE BACK PAGE

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# amiga

## FORCE

It's going to be packed to bursting with all the essential gaming info you've come to expect from us. Including...

### TFX

Tactical Fighter Experiment is the latest cool 3D flight sim from Duxes. From what we've seen of the game it's going to be hot stuff...



### LIBERATION

Minibug's amazing CD32 block buster comes to the Amiga in a 3D HD and 3D bit versions. We check them both out next issue.



### RISE OF THE ROBOTS

The best-run-up genre's set to take a battering with the launch of this futuristic shooter from Minig.



### THE AF CHALLENGE

We start our quest around the country to find the best Amiga gameplayer. We'll be playing special challenges in schools and colleges — where will we be next month? Tune in and find out.

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